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VIDEO GAMES

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WF WRESTLEMANIA

PLUS:

SCOOPY-DOO

AIR
COMBAT

POWER
RANGERS

Midway's
Mark Turnell (left)
and Sal Divita,
creators of
WWF WrestleMania

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85 MPH,



YOU COULD GRIND OFF

5 pounds of flesh.

BY THE WAY, THE GUY NEXT TO YOU THINKS YOU COULD

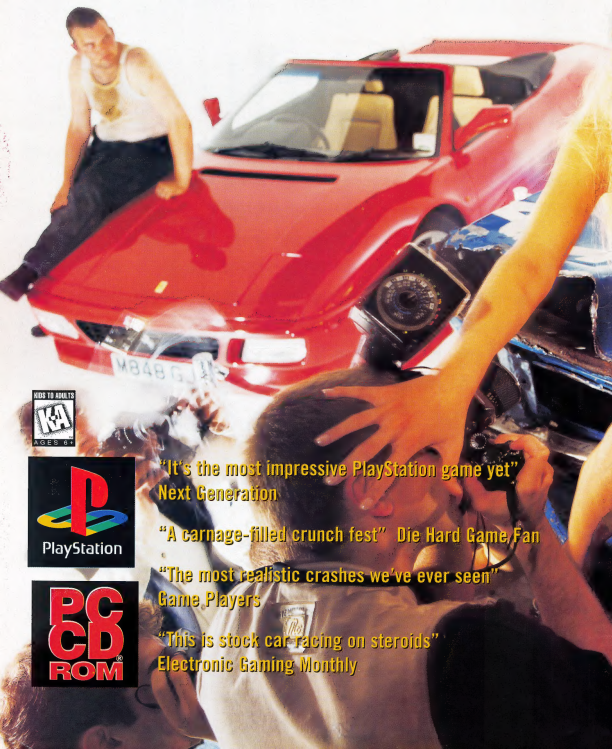
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u r n o t e

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WRECK HIS CAR.

derby

17th November



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IKE SHOP



DIED THING 2000

Any high level, or could
kill you with a few more
you'd have to kill you.

NAME: IKE SHOP

PLAYER: A

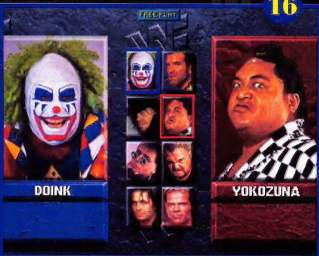
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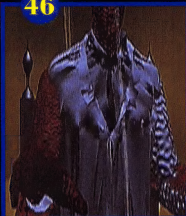


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A close-up, high-contrast photograph of a person's mouth. The lips are painted a vibrant red and are slightly parted. Inside the mouth, a large scorpion is visible, its body and legs appearing dark and somewhat translucent against the pinkish-red interior of the mouth. The background of the entire image is a deep, textured blue.

For strength, speed, and that
healthy reptilian glow.

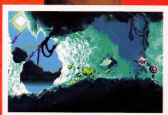


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- GAMEPRO MAGAZINE

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TIPS & TRICKS

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SEGA

BORED NO LONGER

I'm usually super bored with my games. I can't stand it. I can beat all of them. They're too easy now. But I just read my first issue of *Tips & Tricks*, and it's great. I'm going to order a subscription. It's the best mag I have ever read in a long time. I like all the codes. They make me want to play my games, even *The Lion King* and *Ecco: The Tides of Time*. I'm going to show all my friends and give them your number. I want to join the *Tips & Tricks* club.

—Brett McCrary
Phoenix, AZ



Thanks for the flattery and the support, Brett. We truly appreciated your letter. It's good to know that *Tips & Tricks* has rekindled your interest in the games you've already beaten. That's exactly how the magazine should work, and that's one of the functions of a good cheat code. As for the *Tips & Tricks* club...we're not so sure there is one yet. But, hey, maybe you could start up a chapter in your town. You and your buddies could sit around reading *Tips & Tricks* all day, memorizing the codes for future reference. You should definitely serve ice cream.

STEPFATHER NEEDS TIP

I have a really big problem. A friend of mind gave me a

code for *Road Rash II* to get the "Wild Thing 2000" bike, and I lost it! I know that that code was from one of your issues. So this is the point: I NEED THIS CODE FOR MY STEPFATHER. Whenever I go up to Toledo, Ohio, he complains about not having this code. He really wants this code. If you would be so kind as to reprint the "Wild Thing 2000" cheat, I would be very happy and might subscribe!

—Jack Friesel
Forest, OH

Here's the code, Jack. (Your stepfather must really be giving you a hard time about it!) At the title screen, hold Up+A+C and press the START button. Now you're obligated to subscribe...



GET DOWN WITH THE MK SOUNDTRACK

My friend Billy and my mom and I saw the *Mortal Kombat* movie just recently. It was fresh. I've seen it three times now. And even my sister came with me to see it the second time I went. So I was talking to my other friend Leon, and Leon says that you can listen to the *MK* movie soundtrack on the original *Mortal Kombat* game for the Sega CD. Is this true? Is there some kind of cheat for that? I want to get groovy.

—Pollis Masters
Pomona, CA

Got a cool cheat, code or combo that hasn't been printed anywhere else? Send your best tips and tricks to:

Tips & Tricks

8484 Wilshire Blvd.

Suite 900

Beverly Hills, CA 90211

Our experts will test your tips and select the best—if you're the first to tell us about a valuable cheat, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!

Yes, Pollis, this is absolutely true. Of the 20 or so tracks that can be found on the Sega CD version of *Mortal Kombat*, the last six were also used for the movie. No, you don't need a special cheat for it either. Just start up your Sega CD with no disc installed to access the audio CD menu, throw in the *MK* CD and click on the "Play" button. (Remember to skip the first track; that's the one that contains all of the game data.) Or you can pop the CD into any audio CD player, and you and your mom and Billy and your sister and Leon can shake your booty.





AMERICA'S LARGEST KILLER OF TIME™

ZOOP - YOU MAY ALREADY BE ADDICTED



No one is immune



Resting



Walking

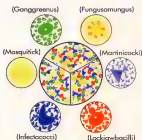


Playing Zoop

Output of the Heart
(gallons of blood per minute)
when man is:



(zoopx10¹⁰)



A healthy Iris



The same Iris
after Zoop

The stages of Zoop
(what to look for)



(Level 3)



(Level 6)

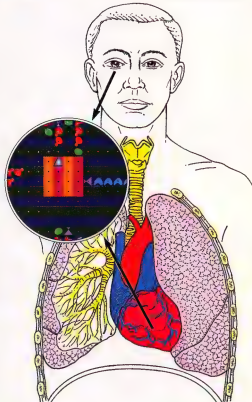


(Level 9)



(Level 72)

(this pattern continues on, and sadly
always leads to one's demise)



It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

**Known carriers
of Zoop**



Genesis™



Super NES™



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Macintosh™



PC



PlayStation™



Saturn™

**How Zoop affects
the brain**



It slowly
eats at the
Cerebellum
restricting:
movement,
coordination,
balance

It attacks
the frontal
lobes of the
Cerebrum
impairing:
judgement,
higher learning,
reason

It mutates the **Modula**
causing irregular:
digestion, respiration,
heartbeat



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Keep your trig you're gonna

Dig deep. It's going to
take a lot of guts to
play the **Arcade
Classics**. So be
brave and always
put your trigger
finger into a warm
place where it won't go cold.

But be careful: you never know
what you'll find on these.

It's just like when
your way through outer space

in **Asteroids®** and
Missile Command™.

There's danger
everywhere. So get a
target and make it
deeper. And the game gets

nastier. Like in **Defender™** and
Joust™ where one player is so brave he
stops a deadly wave.

Feel something like that? That's
nothing compared to all the
creeps on 400-10040.
Insects that
will be



AGES 10+ AOL Keyword: NGA www.nintendo.com

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ger finger warm,
need it!

...warming your
throat if you don't
watch your back in

Centipede[®] and Millipede[™].



Don't pull out yet. There are
millions of Aliens in Galaga[™],
Galaxian[™] and

Space Invaders[™]

who would love to
teach you what your
fingers need. And they're
waiting with open mouths.



To warm up your finger and be ready to
game all weekend, and if you
find that your finger has
gotten a little chafed, bonus.
You'll need a better grip on the
finger and a better chance of
winning the Arcade Classics.

Not available in 2-in-1 game

sets. See Game Boy and

Super Game Boy[™]

Play it Loud!

SM

Nintendo[®]

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WF

WRESTLEMANIA



With Midway's *WWF WrestleMania*, designers Mark Turmell and Sal DiVita have delivered a full-featured arcade experience that has the depth to captivate three different kinds of players: wrestling fans, fighting-game fans and those who were hooked on Mark and Sal's last project, *NBA JAM*. Even casual players who don't fit these descriptions have to admit that the game's fast action, super-smooth character animation and all-important sense of humor are enough to keep them coming back for more.

The biggest difference between *WWF WrestleMania* and all other wrestling games is that each of the game's characters is a real-life WWF superstar who was brought into Midway's Chicago studios to have his movements videotaped and digitized into actual in-game graphics. The result is a game that can be described as incredibly realistic—even though all of the wrestlers have been given somewhat superhuman powers!

In this mighty 10-page feature, you'll find a list of moves for each of the eight immediately-accessible wrestlers. You'll also learn how the game's combo system works, and how each wrestler can power-up to do big damage with the game's *Killer Instinct*-style "automatic" combos. Best of all, our exclusive interview with Turmell and DiVita will give you a behind-the-scenes look at how the game was created.

In the words of Lex Luger: "Step into the ring—if you think you can handle it!"

STANDARD MOVES FOR ALL CHARACTERS

- **RUN**—Press **PUNCH+KICK** simultaneously. While running, press **POWER PUNCH** to do a dive or **POWER KICK** to do a drop kick. To stop running, point the joystick in the direction opposite the way you're headed.
- **UPPERCUT**—Press **↓+POWER PUNCH** while near your opponent.
- **GRAB**—Press **→→+POWER PUNCH** (or **POWER PUNCH** in front of your opponent while he is lying down.) Immediately after a grab, you can execute a "High Risk" move with **↓↓+POWER KICK** or **→→+POWER PUNCH**. If you're the one who has been grabbed, a High Risk move can trigger a reversal if you do it before your opponent. Most of the game's wrestlers have other special moves which can only be used after a grab, and all of them can do simple combos from a grab by pointing the joystick in a certain direction and pressing a specific button repeatedly. You must do a grab before you can trigger any of the game's "automatic" combos.
- **PUSH**—Hold **DEFENSE (BLOCK)** and press **PUNCH**.
- **ROPE TOSS**—Press **←←+POWER PUNCH**. Your opponent will be thrown into a run across the ring.
- **HIP TOSS**—Press **←←+PUNCH**. Try this after a rope toss. The easiest way to throw your opponent out of the ring.
- **POWER UP**—Quickly rotate the joystick 360° twice. Temporarily gives you extra attack power.
- **RANDOM SELECT**—As in the *Mortal Kombat* series, just press **↑+START** at the character-select screen.

COMBOS

Your combo meter charges up as you attack your opponent; experiment with different wrestlers to see which buttons and which attacks can fill it up. When the "COMBO" indicator is lit, you'll be able to pull off a semi-automatic combo. First, grab your opponent, then do one of your character's "combo starter" moves, usually **→→+a specific button**. When the first automatic attack starts, press a different button to advance to a different attack. In some of the combo sequences described in the following pages, you may need to press a specific button repeatedly to keep a combo going; it's not a bad idea to press each of the buttons several times as the combo unfolds, just to guarantee that the pre-programmed sequence will receive the button press at the proper time. We've explained one Killer Kombo for each wrestler, but there are dozens more; combos of 30+ hits are rumored to be possible!

FINISHING MOVES

Using the Undertaker, if you are standing on the left side of the screen with your COMBO indicator flashing when the words "PIN HIM" appear on the screen, press **↓↓↓↓+PUNCH** to put your opponent six feet under. Are there "finishing moves" for the other eight wrestlers? Only Mark Turell and Sal DiVita know for sure. (Yes, there are *nine* wrestlers in *WWF WrestleMania*; read the interview below for more information!)

EXCLUSIVE TIPS & TRICKS INTERVIEW: BEHIND THE SCENES WITH *WWF WRESTLEMANIA* CREATORS MARK TURELL AND SAL DIVITA

Tips & Tricks: I'm sure that many of our readers will recognize you guys as "secret characters" in NBA JAM and NBA JAM T.E.—games which you also created—but I'll bet they don't know about all of the projects you've worked on prior to those. Could you explain how you both ended up as game designers at Williams/BallyMidway?

Mark Turell: Sure. I bought an Apple II computer when I was 17 with the intent of designing video games for a living and making a bunch of money. My first game, *Sneakers*, was published in 1980, and it turned out to be a huge hit. Then I did a

game called *Beer Run*—also on the Apple II—and another called *Free Fall*. At that time I was asked to come out to the West Coast to do games for the Atari VCS, so I ended up moving from Bay City, Michigan to California. I did *Fast Eddy* and *Tumult*. Those games were both real successful; *Tumult* in particular.

T&T: Your next stop was at Activision.
Mark: Exactly. There was a group of us who had been doing cartridges, and Activision set up a new design center in Sacramento for us; we had these really swank offices. I did a game called *Ty Buzare*, which was my first Commodore 64 game through Activision. Then I did *Fast Tracks: The Slot Car Construction Set*, where you designed the track, then you could race on it; that did real well for them. What's interesting is that I had met with Williams very early in my career, before I

went to California. They had seen *Sneakers* and they had me come in for an interview back in the early '80s. They had offered me a job, and then I would see them at the trade shows...so I kind of kept in touch, all along I had that relationship going.

T&T: How were you affected by the so-called "crash" of the video-game industry in the mid-'80s?
Mark: Well, I took a little time off, but then I came to work for Hestro on the "Nemo" project. This was the thing that I was most excited about, probably in my whole career. Hestro had formed a company called Isix and created an interactive video-type machine that played games like *Savage Shark* and *Night Trap*; these titles that eventually ended up on the Sega CD. I worked on that with David Crane [Activision co-founder, designer of *Pitfall*] and Rob Fulop [Ilgic co-founder, de-





DOINK



"Doink was the first guy we worked with. The first day, he had been up until four in the morning, caught a six o'clock flight and showed up at nine. So he just closed the door to the dressing room, and we were being very cautious; we didn't know how these wrestlers were gonna be at all, we'd never met any of them. We worked him hard for a couple of days, then we went out with him on the last night; had drinks, got some food, we liked him a lot. He was a really funny guy. I think he's my favorite character in the game, mostly because his moves are very smooth. He's real clean...graphically, he's great. His moves were executed well and the physics on him are good. Our first was the best, in my opinion." —Mark

BOXING GLOVE



Tap **PUNCH** repeatedly

JOYBUZZER



Hold **PUNCH** for three seconds, then release (or $\downarrow \rightarrow \rightarrow$ **PUNCH** after a grab)

DROP KICK



Hold **POWER KICK** for three seconds, then release

THE CLAPPER



$\downarrow \rightarrow \rightarrow$ **PUNCH**, then tap **PUNCH** repeatedly for up to four hits

HAPPY HAMMER



$\rightarrow \rightarrow$ **POWER KICK**, then tap **KICK** repeatedly for up to four hits

FACE SLAM



After a grab, $\downarrow \rightarrow$ **POWER KICK**, then tap **KICK** repeatedly for up to four hits

KILLER KOMBO

(with COMBO Indicator lit)



After a grab, use combo starter $\rightarrow \rightarrow$ **POWER PUNCH** for four uppercuts...



...then tap **POWER KICK** for six headbutts.



Continue with **PUNCH** for five Clappers.



POWER KICK does a Face Slam...



...then tap **KICK** repeatedly for three more, a total of 19 hits!

signer of Demon Attack), in addition to a lot of people from the film community...directors, writers and what not.

T&T: Wow, that was a real all-star line-up!

Mark: It really was. Unfortunately, what ended up happening was that Hasbro pulled the financing of the project. The chairman of the company, Stephen Hassenfeld, had contracted AIDS, and he wanted to leave the company in a real strong financial situation, kind of as his legacy.

T&T: Isn't that the guy whose picture appears at the end of Night Trap?

Mark: Yeah. He was really the proponent of the whole interactive video project; he had convinced the board members that Nerve was a worthy investment. When he realized that he was going to die, he decided that it would be prudent to kinda clean the company up and settle everything that he had been

involved with, so he took it upon himself to stop the project. When I left Hasbro, I came and started working with Williams. [Mortal Kombat co-creator] John Tobias got hired at the same time, and we started working on Smash T.V. in 1989. Now, I had been a big fan of Robotron 2084 since it arrived in '82, so I had a real clear idea of what I wanted to do. In fact, I told everybody, "I'm gonna come here and do a dual joystick, Robotron-style game." I had the opportunity to work on my own game right off the bat. John and I came up with the Smash T.V. thing; it took us about 10 months. That was the second game out the door for Williams after N.A.R.C., which was the first video game the company had produced since the mid '80s. Smash T.V. made big dollars in the arcades and sold more units than N.A.R.C.; it kinda got us back on the map. T&T: Obviously, it did well enough to inspire a sequel.

Mark: Oh, yeah. Now, with Total Gamage, John and I wanted to fix the things that were wrong with the dual joystick premise. The problem was that this type of game only appeals to...maybe 15% of the arcade players. It requires a specific kind of skill, it doesn't necessarily appeal to girls or even little kids. Also, at that time, the whole arcade business was changing. Teenage Mutant Ninja Turtles was real popular, and the Street Fighter style of game was starting to happen; competition between players was becoming more important. So we kinda missed the boat on Total Gamage. We're real proud of it—it was a big project with a lot of artwork and cool stuff—but it just didn't appeal to a large enough audience. When we finished that, John hooked up with Ed Boon to do Mortal Kombat. It's funny...you know, in Total Gamage, John wanted to bring these ghouls in from the Outworld and have

RAZOR RAMON



"Razor has a great physique, and he really wanted to work hard with us. A real funny guy, I think in terms of talent, in professional wrestling, he's in the top three...at least in our favorites. He really puts himself out. When he was here, he was talking about how he was going to fight Shawn Michaels for the belt the following week, and that was actually the first time we realized how important the belt was to these guys. Razor was going to go and fight for the belt, and he won it. And he really wanted it! We found out that when you have the belt, more kids show up at your events, you have more promotional opportunities. Whether you're signing autographs, doing charity events or selling action figures, the more people that show up, the better."

—Mark

CHARGE RAZOR



Hold **PUNCH** for three seconds, then release

DROP KICK



Hold **POWER KICK** for three seconds, then release

OVERHEAD RAZOR



↓ ↘ ↗ **PUNCH**

QUADRUPLE SLAM



→ ↘ **KICK**, then tap **KICK** repeatedly for up to four hits (or after a grab, ↓ ↘ **KICK**, then press **KICK** repeatedly)

CLOCKWISE RAZOR COMBO



After a grab, hold ↓ and tap **PUNCH** repeatedly for up to four hits

COUNTER CLOCKWISE RAZOR / PUNCH COMBO



After a grab, hold ↑ and tap **PUNCH** repeatedly for up to four hits

KILLER KOMBO

(with COMBO indicator lit)



After a grab, use combo starter → ↘ **POWER PUNCH** for eight straight punches...



...then tap **PUNCH** for four kicks.



Follow with **KICK** to start eight vicious razors.



Next, **POWER KICK** keeps it going with a Body Slam...



...then tap **POWER PUNCH** repeatedly to finish up this 24-hit masterpiece.

this portal open up. Some of the same stuff we talked about doing in Total Carnage ended up in Mortal Kombat. But at the time, the GUT! War was going on and our company's chairman wanted to be the game in with the war, so we ended up doing that.

T&T: So John had to settle for General Akhboob.

Mark: Right. We did that, he did Mortal Kombat and then Sal was hired just around the same time, so Sal and I started on the NBA JAM thing. Together, Sal and I have done NBA JAM, the Tournament Edition and now WrestleMans.

T&T: Sal, how did you get started in video games?

Sal: D'Vine. You know, just before I got the job at Williams, I remember going to the arcade, seeing Smash T.V. and thinking, "Man, that's what I want to do. I want to do some gory, bloody stuff..." I was into that at the time.

Mark: That's kind of interesting. As a side note...Smash T.V. is so violent, and you can see this common thread of John To-bee through the whole violence issue.

T&T: (laughing) Oh, so he's the one?

Mark: Exactly. He's such a nice, quiet guy, but he's definitely the one with blood on his hands.

T&T: I saw that game while I was still at the American Academy of Art. I got into illustration just after high school; I got a two-year art degree from a junior college, then went to the Academy, which is a specialized college that really refines your art training. I want there to be an illustrator, so to movie posters and backgrounds...I wanted to get into the movie business. During that time, we saw a new computer called the Amiga at a seminar. I bought one because I thought it was the first affordable computer that could do some pretty decent

graphics. I started playing games on that and realized that video game art was what I wanted to do. While I was learning traditional illustration at the Academy, I was also training myself on the computer at home, reading books and all that stuff.

One of the guys I was going to school with was Tony Goske, who also works for Williams; he's done some stuff on Mortal Kombat, NBA JAM and Total Carnage. Tony got me a job at this video production house, doing educational animation stuff. John Carillon—another Williams guy—worked there, and so did John Vogel, who worked on Mortal Kombat. They had all left to go work for Williams, and I stayed because I was an idiot. I had this drive, I wanted to finish what I started.

T&T: Hey, nothing wrong with that.

Sal: No, not at all. It was pretty interesting; I learned a lot there. I learned how to do video editing, how to really get into



UNDERTAKER



"He's got the best gimmick of all, because—since he's supposed to be dead—he can stay out until three in the morning, partying. He's supposed to look pale, and he doesn't even have to be in perfect shape, because he's all covered up. He doesn't really have to worry about interacting with the fans, either. Just a great character." —Mark

"Undertaker was real quiet, but he speaks; he's alive. We gave him what he wanted for lunch, and after that, forget it. He was a monster, he did everything we needed him to do. Perfect on the first take." —Sal

POWER DROP



Hold **PUNCH** for three seconds, then release

TELEPORT GRAB



↓↘→+**PUNCH**

STUN GHOSTS



↓↙←+**KICK**

SPECTRES



↓↘→+**KICK**

TOMBSTONE SLAM



→↘+**POWER KICK**, then tap **KICK** repeatedly for up to four hits

TELEPORT SLAM



After a Teleport Grab, ↓↙←+**KICK**, then tap **PUNCH** repeatedly for up to four hits

MYSTIC GLOVE



After a Teleport Grab, ↓+**POWER KICK**

KILLER KOMBO

(with COMBO indicator lit)



After a grab, use combo starter →↘+**POWER KICK** for five punches.



Next, tap **KICK** for a series of six headbutts.



PUNCH will initiate six straight kicks...



...followed by a Teleport Slam from the **POWER PUNCH** button.



Tap **POWER KICK** repeatedly to close the lid on this 21-hit combo.

computer animation and come up with concepts for scripts, how to turn scripts into visual ideas and stuff. Then John Carlton called me up and pretty much forced me to call Midway for an interview. They liked my stuff and immediately hired me; I started working with Mark on NBA JAM.

T&T: So you do the character animation, backgrounds, everything?

Sal: Actually, Tony did the background for that game. I'm doing a good portion of the artwork and "art directing," whatever that means.

Mark: Sal just has a great eye for style, for the art and the whole digitizing process. I think you can probably see that the imagery he's achieved on *WrestleMania* is superior to any other digitized game that we've ever done. He missed out on the filming sessions for *NBA JAM* and that's why *NBA JAM*

looks so bad. We're doing another *NBA* game now and it's just a night-and-day difference.

T&T: Sal, I was hoping that you would talk about your experience with *Mortal Kombat 3*. You played *Nightwolf* and the cyber-ninjas; how does an artist get involved with a game as an actor?

Sal: Oh, I didn't do much. I was just walking around and John said, "Hey, man, you've got some aims; hey, got a big chest. You want to be a character?" I'm like, "Sure!" And that's how it happened. I had a lot of other experiences with doing characters. I was a character for a game called *Judge Dredd* that we were working on a while back. I don't know if you've ever heard of that.

T&T: No...well, I've seen the *Judge Dredd* pinball game...

Sal: Yeah, but we were also working on a *Judge Dredd* video

game that was never released.

Mark: He was *Judge Dredd*.

T&T: You got to wear that suit?

Sal: I had to wear the suit. A guy came in and made a mold of my face; I still have the mold here in my office. He made a prosthetic mask of the lower jaw, it's awesome. They attached that thing to my face and I did all the moves with that thing on me for several hours. I also did a character for a game called *Roadkill* that was also never released.

T&T: Wow, these are really interesting. So they actually had some graphics up on the screen?

Mark: Oh, the game was done. It went out on test and everything! It was, like, a year and a half, two years in production. There are still some cabinets here.

T&T: I can't believe that I've never heard of it.

YOKOZUNA



"We were worried about Yoko right off the bat...how we would transport him and all. I mean, he's huge; he's like 525 pounds, maybe more. He demanded that Mr. Fuji, his manager, come with him. When they came in the front door of the building, the whole coin-op assembly line stopped to watch him walk through the plant. Fuji was walking at a snail's pace. It took about 20 minutes to get from the front door to the studio in the back; it was really something to watch. We had a specially-made treadmill to capture the guys running, and we didn't know if he'd be able to run for us. But the guy, as heavy as he is, he's pretty agile. He did all his moves, he ran on that treadmill, he would fall down and get up. He's a real good guy."

—Mark

BELLY BUMP



→→+PUNCH

THROW SALT



Hold **PUNCH** for three seconds, then release
(or ↓→→+PUNCH after a grab)

SCISSOR BOMB



→→+POWER KICK

LIFT GRAB



POWER PUNCH+POWER KICK
simultaneously

WHIRLWIND SPIN



After a Lift Grab, ↓+any button
(note: does not work on Doink or Razor Ramon)

KILLER KOMBO

(with COMBO Indicator lit)



After a grab, use
combo starter
→→+PUNCH to
trigger four kicks to
the stomach.



Next, **POWER
PUNCH** leads to
five rapid-fire
headbutts.



POWER KICK will
initiate a body slam;
then use **KICK** for
two more slams.



Next, use **PUNCH**
to go into the
Whirlwind Spin...



after **POWER
PUNCH** will hit him
on the ground.



Finally, use
POWER KICK to
round out this
13-hitter.

Sai: Yeah, I guess it just didn't work out. It just wasn't appealing to a large group. It looked really good...the game looked real good. Sometimes you've got something that looks good and just doesn't appeal to people for some reason.

Mark: It's always fascinating to see games that don't make it, because all of us can do it. Nobody's got all the answers in this business. It's real interesting to learn from.

TAT: What was the other game you mentioned?

Sai: Roadkill. I was just a little tiny guy in that one.

Mark: It was a Super Sprint type of game.

Sai: Yeah, like Super Off-Road. Then I played General Yellowjacket in Revolution X, and the guy with the voodoo mask in the jungle in that game. I was also the...um, I guess I'm it the "Beefcake Boy" in Cruiser USA.

Mark: Sai does it all. There are running jokes around Sai tak-

ing care of every end of the business. Some of the artists here don't play video games—and that's okay. It takes all types—but Sai, he's excellent at all these video games. A lot of artists don't go out on tests at the arcade locations and kinda follow the game, but Sai is all over that kinda stuff, trying to analyze the reactions of kids. He'll go out and update the game, putting chips in and unscrewing the panels and checking the sticks, he does all that. I'll walk into work and he'll have some PC open on his floor; I'm like, "What are you doing?" And he'll say, "Oh, I'm putting a CD-ROM drive in for this guy, or hooking somebody onto the network..." It just goes on and on. He's truly a Jack-of-all-trades.

TAT: Well, he's definitely downplaying his role in Mortal Combat 3.

Mark: He is, big time! If you look at the final credits, when it

says, "Sparring this guy as so-and-so"...he's, like, four characters! And real clean characters. I mean, his motions are real good. When we did this wrestling thing, he was out there with the wrestlers on the mat, demonstrating the moves; pleaders and doing backflips. And these wrestlers would think, "This guy, he's just some guy working at this company; if he can do it, I can do it." They don't want to do dangerous stuff, but here's this regular guy doing this dangerous stuff over and over again. They all ended up just having a great relationship with Sai because there was a lot of respect for him, for what he was doing. You could just see it grow with every wrestler. It only took 'em a couple of hours before they realized that they respected this guy. It's like...wherever you see a big wall or something that's dangerous to climb or walk on, he's always up there doing it. He's like a monkey.



SHAWN MICHAELS



"Shawn was the hardest worker. Anything that we'd want him to do, if he didn't like the way it looked, he'd want to do it over. And he'd just take risks like I'd never seen before. That Frankenstein move...his head just misses hitting the floor. He did that for us for real! When I saw that, I was just blown away. All of his moves were real showy; everything just looked great on tape and on the screen." —Sal

"He's incredible. He's easily the best wrestler of all time. There's no question about it. He's got such a great attitude. He's real cocky—chewing his gum, drinking a Pepsi—but when he came in here he was totally polite. 'Yes sir, yes sir, I'm here for you guys.' We were just taken aback at the professionalism of this guy." —Mark

BACK SUPLEX



Hold **PUNCH** for three seconds, then release

SUNSET FLIP



↑→+**POWER PUNCH**

DOUBLE SNAPKICK



←←-**POWER KICK**
(or ↓↓←-**POWER KICK**,
or ←←←-**POWER KICK**)

SLIDE FLIP



→→+**KICK**

SPEEDKICK



↓↘↘+**KICK**, then tap **KICK** repeatedly for up to four hits

FRANKENSTEINER



→→+**POWER KICK**

ARMBREAKER



After a grab, →→+**PUNCH**

SLIDING MONKEY FLIP



After a grab, →→+**KICK**

KILLER KOMBO

(with COMBO indicator lit)



After a grab, use combo starter
→→+**KICK** for eight punches.



Follow up with **POWER KICK**
for a four-hit Speedkick.



POWER PUNCH does a body
slam; then tap **PUNCH** for
three more slams.



Finally, tap **DEFENSE** for four
stomps; a 20-hit combo!

T&T: That's a compliment, I guess.

Mark: Yeah, he's incredible.

T&T: "He's like a monkey."

Mark: You know, he's Rambo. And all the women in Chicago are all fawning over him.

T&T: You've got video-game groupies out there?

Sal: No, no. Not women, anyway.

T&T: It's like, guys from the Internet calling you up and asking, "How do you do the Undertaker's fatality?"

Sal: That's about it.

T&T: So, who also is on the *WrestleMania* design team?

Mark: I'd say the next biggest contributor was another programmer named Jason Skiles. He's been around a brief time before *WrestleMania*, but this was his first project from start to finish. He's excellent; really into programming and getting the

best out of a machine. Like I was saying earlier, it takes all types to make a successful game, and he's definitely one of those guys. We also had an artist named Eugene Geer working with us, and another guy named Josh Tsui. He was on the project pretty much from the start; he worked with Sal in the studio and did a real good job of miming the computer for the capture of the motion while Sal directed the action.

T&T: Aside from the obvious—full-body, digitized animation of real wrestlers—what would you say are the differences between *WrestleMania* and all the other wrestling games?

Mark: You know, it's a bunch of stuff. First of all, it would have been easy to fall into the "mimic" style game, where you

just copy the moves from *Mortal Kombat*, so it's very detailed and intricate. But it plays totally different from any other fighting game and any other wrestling game. The wrestling games that have come out have just been button-whacking festivals. In this one, you actually have to execute some moves like you would in a fighting game. In fact, again, it doesn't play like a fighting game. You can run away; you can grab people by the hair and do all these power moves, these grab moves.

Sal: There's a lot of depth in this game; there are a lot of ways to play it. Like Mark was saying, there are moves where you can lift people over your head, and from there you can do different moves to him, or grab him by the hair and you're both racing to get a move off... You can grab people and fling them up against the ropes; from there you can drop kick them or knock them out of the ring or grab them or throw them; there's



BAM BAM BIGELOW



"Bam Bam is a real good guy. He is exactly what his character is: The Beast from the East. He talks real New Jersey, with a Jersey accent."

—Sal
"He's serious. This guy is all business. In the first hour or so, we had just finished a shot and were laughing about how good it looked or something, just looking at the monitor. And Bam Bam is like, 'Come on, let's get going!' He worked hard the whole time. Very professional. I asked him about his tattoos and he told me that he had the flames tattooed on his head while he was still in high school. Shaved his head and walked around school like that. The only problem was that he had to grow hair over his head for his sister's wedding. His mother made him grow hair to cover it up just once." —Mark

ONE-TWO CHARGE



Hold **PUNCH** for three seconds, then release

SUPLEX



Hold **POWER PUNCH** for three seconds, then release

FLAMING SUPLEX



Hold **POWER PUNCH**, press **PUNCH+KICK** to run, then release **POWER PUNCH** while running

FLYING KICK



←←←**POWER KICK**

POGO PILEDRIVER



After a grab, ↓↓**POWER KICK**, then tap **POWER PUNCH** repeatedly for up to four hits

LIFT GRAB



Press **POWER PUNCH+POWER KICK** simultaneously

BACKBREAKER



After a Lift Grab, hold ↓ and press **POWER KICK**

KILLER KOMBO

(with COMBO indicator lit)



Use combo starter
→→**PUNCH** to get ten quick jabs.



Next, **POWER PUNCH** will deliver four kicks...



...followed by a series of headbutts from the **KICK** button.



POWER KICK delivers a mighty Backbreaker...



...then **POWER PUNCH** wraps up this 22-hit wonder!

a lot more strategy compared to other wrestling games or even other fighting games.

T&T: Were you guys wrestling fans before this project started?

Sal: I'm kind of embarrassed to say that I was. Mark, what would you say?

T&T: You don't have to answer that if you don't want to. I'm sure that Bam Bam would be chasing you down the street if you said the wrong thing.

Mark: No, I tell you, I totally got into it. We watched wrestling on TV every week; Monday Night RAW and the weekend shows. I marvel at the whole issue of wrestling, the whole production of wrestling. It's an incredible mind-set. When you go to a live event, the people who show up... Of course, you've got a lot of little kids, then you've got some women—like in

their 30s or something—that are kind of groupies. And then you've got drunken 25-year-old guys who are out there whoopin' and hollerin'. A lot of grandmas and grandkids with them... you've got girls that are kinda swooning over the stars. You know, one of the wrestlers will go over to the side of the ring—when the ref's not looking—and he'll get something from underneath the tumbuckle or under it. And the fans are all pointing and screaming. 'Look, look, look!' I'm still perplexed by the whole thing.

T&T: When I heard you were doing a WWF game, my first thought was, 'Gee, there aren't as many WWF fans as there are NBA fans.' But you seem to be going at it from a different angle.

Mark: That's certainly true. We are trying to appeal to as many people as possible. The audience for this game is great; we're

getting a real wide audience. It's not just the fighting-game guys. Little kids can watch on the buttons and be successful with it. That's one of the things we learned with NBA JAM, to try to have a real wide audience. The fighting-game guys can get into it, but older guys who never play fighting games are trying it, too. The other thing that I was going to mention about the wrestling is that we learned a lot about the WWF as we went along. We quizzed all these guys, we were really into the stories and what was going on in their lives. They totally let their guard down... we had such a great time working with them. See, they all realize that promotion is real important to the whole business. And the people who become successful wrestlers are the guys who can work with people well. So it was a real good experience. We got to pick their brains a lot about behind-the-scenes stuff. It was fascinating. Each guy,

BRET "HITMAN" HART



"Bret Hart is a huge hockey fan; he owns a minor-league hockey franchise. The first day we worked with him, he said, 'I'll work as long as you want me to work; all night, 'til three in the morning, four in the morning,' but he had to get out to watch the hockey playoffs on the second night. So we worked him real good, then the next day we all went down to a sports bar to watch the game. We called and told them that the Hitman was going to be there, so they gave us some special tables and some free drinks."

—Mark

"He likes to call up and see what's going on with the game; he likes to hear stories about what kids say about it. He's also way into Aerosmith, so he wanted to get a Revolution X machine for his home."

—Sal

EYE GOUGE



Hold **PUNCH** for three seconds, then release (or $\downarrow \rightarrow$ + **PUNCH**)

DDT



Charge **POWER PUNCH** for three seconds, then release

DRIP KICK



Charge **POWER KICK** for three seconds, then release

FLYING KICK



$\leftarrow \rightarrow$ + **POWER KICK**

ROLLING UPPERCUT



$\downarrow \rightarrow$ + **POWER PUNCH**

KNEE DROP



After a grab, $\downarrow \rightarrow$ + **PUNCH**, then tap **PUNCH** repeatedly for up to four hits

KILLER KOMBO

(with COMBO indicator lit)



ATTENTION!

Use combo starter \rightarrow + **POWER KICK** to peel off five quick kicks.



DAMAGE!

Next, tap **POWER PUNCH** for five headbutts.



PUNCH triggers a Body Slam, followed by...



...two more Body Slams if you're quick with the **KICK** button.



Press **POWER KICK** repeatedly to finish this 16-hit-ter with three Knee Drops!

really, to a "E," was very good to work with. T&T: Of all the stars in the WWF, how did you decide which one would be involved with the game?

Sal: Well, we watched 'em and we always knew who we thought would be good; we made up a list just based on who we liked the best. Then we flew out to Connecticut to talk to the WWF people at TitanSports, and they had their own eight or ten guys they wanted us to use. Their list and our list were pretty much identical. We wanted the Steiner Brothers; they're the only people they wouldn't let us have.

T&T: I was going to ask why Diesel is not in the game, Diesel considering the time frame—I think I already know the answer to that question.

Mark: Right, when we started working on the game, Diesel was just a bodyguard for Shawn Michaels at that time.

T&T: Did you ever consider using WCW instead of the WWF? Mark: Yeah. We looked at their list of guys but the WWF was certainly the premiere wrestling federation.

T&T: I think some of the WCW guys are kinda dry; they don't have the appeal that the WWF wrestlers have. I mean, you have Razor Ramon, Bam Bam Bigelow...

Mark: When you look at the popularity of the WWF, WCW can't touch that kind of hype. They have a few stars...Hulk Hogan is there, they have a few good guys. They just don't have the promotion that [WWF kingpin] Vince McMahon has.

T&T: What was the most difficult part of the digitizing process from the wrestlers' perspective?

Mark: The get-ups were the hardest thing for everybody to do. Just getting up off the ground.

T&T: Why was that hard?

Mark: Because it's exhausting. We had to have them sit up from lying on their backs at all these different angles. After you'd been working out, you had to get up, get up, get up...and you had to do it with a spring in your get-ups, not looking like you were tired. In fact, after two days of this, Donk actually said, "I have never worked harder in my life. I worked for UPS for a while, and the WWF is tough but this was the hardest I've ever worked." He was kinda scolding everybody else before they got here.

T&T: Does each character have the same number of moves? Mark: Each guy ranges between 15 and 25 total moves. I guess it may be more. It's weird, because you have five buttons, and those buttons do different things depending on the situation. If you're running and you hit your **KICK** button, you do a flying kick. If you hold the **PUNCH** button down for three

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LEX LUGER



"Everybody talked about Lex before he came. These wrestlers are all about jokes with each other, you know, pranks behind each others' backs. 'He's going to be a real prize,' they said, 'he's gonna have to have 18 ounces of broiled chicken breast,' all this kind of stuff. Certainly, at the time we were designing this game, he was the guy the WWF was promoting and pushing; the all-American hero. He flew first-class, and when he came in, the first thing he said was, 'Yeah, I bet all the other guys said I was a prize and I'd want this and that.' We all said, 'Umm, yeah.' So right off the bat, I think he wanted to prove everybody wrong. 'I work hard and I'll do this and I'll do that...' He did put on a good effort and whatever it was we needed, he'd try to do."

—Mark

KNUCKLE SMASH



Hold **PUNCH** for three seconds, then release

STEEL BEAM



→→**PUNCH**

MACE



→→**POWER KICK**, then tap **KICK** repeatedly for up to four hits

LIFT GRAB



Press **POWER PUNCH**+**POWER KICK** simultaneously

BACKBREAKER



After a Lift Grab, hold ↑ and press **POWER KICK**

KILLER KOMBO

(with COMBO Indicator lit)



Use combo starter
→→**POWER KICK**
to begin with eight
punches.



The **KICK** button
then gives you four
headbutts.



Next, use **PUNCH**
to deliver a body
slam...



...followed by two
more slams from
the **POWER
PUNCH** button.



POWER KICK
takes you into the
home stretch with a
mace to the face...



...then tap the **KICK**
button to seal this 19-
hit combo with three
knuckle smashes.

seconds with Dink, for instance, and let go of it, it does a hard buzzer; it shocks the guy. But if you're running when you let go of the button, it does a leaping jay buzzer. When you start looking at all the different moves, from all the different modes...whether there's a guy on the ground, you're stomping him, you're picking him up by the hair, you're elbow dropping him, you're grabbing his legs. You can hammer him when he's on the ground, in the air, if you're on the turn buckle. If your opponent is running at you, your buttons do something different. There's a lot of detail to the game. It's very deep, because of these different modes. This is the biggest program that Williams has ever written for a video game. We have as much memory as Mortal Kombat 3, maybe more. Now, when you look at it, there's eight or nine guys, and only one background; where's the rub? And it's because

they're side-stepping backward, they walk forward, they're walking 360° around you, and they're always rotating.

T&T: On the average, how many frames of animation does each character have?

Mark: It's about 1,000 per guy.

T&T: How does that compare to something like NBA JAM?

Mark: All of NBA JAM had between 200 and 300. That's for all of the characters.

T&T: For all of the characters combined? With the different heads pasted on them?

Mark: Yeah. It's ridiculous. That was a decision that Sal made with the wrestling game early on: to make the guys real smooth, real clean and crisp. And the amount of moves that these guys have far surpasses these other light games. It's debatable whether that was a smart move or not. Mortal Kom-

bat's got 16 characters. Maybe it's better to have a bunch of characters that are not as smooth in their movement, maybe kids don't care. Maybe they'd rather have the variety. Or maybe we gain something by having realistic characters and smooth motion but only one background.

T&T: You mentioned "eight or nine guys," is it eight or nine?

Mark: We timed nine characters, you've only got eight of them there. Adam Bomb is another guy that we did; that's a bit of a secret, then.

T&T: Ah, we're looking for him, then. So what do you guys do for fun when you're not designing video games?

Mark: Well, Sal and I just bought sport bikes about two weeks ago, so we've been out and about, you know, racing around at high speeds, trying to get in trouble.

—C.B.

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Tips & Tricks

Exclusive PlayStation Strategy

By Nikos Constant

Namco's has brought arcade-quality flight simulation home with *Air Combat* for the PlayStation. What's really great about this game is the variety of missions that you can fly. From air-to-air dogfights to tactical hits on military ground installations, you'll need to develop all sorts of mad skills to get through this game.

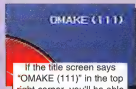
With the variety of planes, wingmen and paths, there is a certain amount of strategy involved that makes this a game for the science lovers in the audience. Start slow—on the "Easy" level—and you'll develop from a rookie to an ace in no time. When you beat the game at the "Easy" and "Normal" difficulty settings, you'll have many more planes to choose from, which will definitely make the "Hard" setting worth playing. Beat the game on "Hard" and you can start a new game that lets you choose any of the 17 missions right from the start. The following strategy tips are based on the hard game, so realize that if you're playing the easy or normal levels, there will be fewer targets for you to hit.



A complete look at the mission map.



You'll know that you can choose every plane when the title screen says "OMAKE (010)" in the top right corner.



If the title screen says "OMAKE (111)" in the top right corner, you'll be able to pick any mission.

General Hints

- Don't skimp on your wingmen! Always choose veterans. If you don't, you'll be swarmed by fighters, leaving you in a world of hurt.
- Don't mess around with the stealth planes or the experimental fighters unless you really want to practice your ace fighting skills. The best planes to use on the general missions are the F-14 and the MIG-31. The F-14 packs a lot of firepower; it's also maneuverable and has a fair amount of defense to brace against attacks. The MIG is a little weaker than the F-14 in maneuverability and firepower, but great for defense; use the MIG if you aren't good at avoiding a lock-on, since they'll have to shoot you at least twice.
- Don't get greedy. Doing a series of steady fly-bys and picking off targets one by one is better than trying to hit a bunch in one pass.
- Learn to use the stall. Stalling a plane might seem scary, but

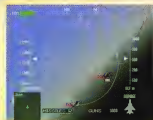
you can use stalls to avoid missile lock-ons and make other evasive maneuvers.

- Learn to shake a lock-on. Accelerate and air brake are the two most important controls in the game. Use them to enhance an evasive flight stick maneuver. Also remember that when your co-pilot starts shouting "Dive!" you don't necessarily have to go down. Turn in any direction and shake the plane to get out of the enemy's sights.
- When attacking a ground target or large air target, try to lock on while doing a fast, tight fly-by. They'll have a hard time locking on with their missiles; if they do, they'll miss you if you stay close and go fast.
- Don't use the behind-the-plane view unless you want to make the game harder. The dials are there for you to monitor. Don't rely on your own sight or you'll end up part of the scenery.

Mission 1

This is the easiest of all the missions, but it's also crucial for laying a foundation that allows you to complete the rest of the game. Though it's easiest to just go after the E-767s and the C-5s, you must shoot down all the

fighter planes before completing the mission in order to have enough money to buy your next plane, the MIG-31. If you don't shoot all the planes during Mission 1, you won't be able to purchase your first MIG.



Mission 2

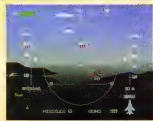
If you stayed cool, buy the MIG-31 that is now available and fly the next mission. The MIG is important because it has good defense so you won't get shot down quickly. Your targets are the four B-52s, so concentrate on those—but keep trying to shoot down everything. You'll need the extra cash to hire good wingmen later in the game.



Mission 3

This mission centers around a good old-fashioned dogfight, but you're not sure what planes the enemy is using. Though it doesn't really matter what you're up against—shoot everything!—you only have eight other fighters to shoot down: four FA-18s, two TNDs and two AV-8s.

They all will try to lock on fast, so learn how to do evasive maneuvers (diving and flying wild) and use your thrusters and air brakes for precision flying. You should still be using the MIG since it has the best defensive capabilities in case you get winged.



Mission 4

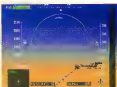
Donet City is the first mission with ground targets, so get ready for some low-flying fun. It's also the first mission in which you'll get to choose a wingman. I recommend Yully; he's a veteran with a good plane for the mission. It's a little bit tougher to see Donet City because it's at night, but don't be scared. Just use your radar, especially the big map for location help. Destroy the ground targets that shoot at you by using your targeting button to switch which targets to lock on. Fly low and fast so they can't get a bead on you. Again, you should use the MIG. As you go from the first target along the coast to the second part of the city inland, watch for missile silos along the way that will try to shoot you down.



Mission 5

The refinery/pipeline is one of the hardest missions in the whole game. It requires some maneuverability, so by this time you should buy the F-14. Use Yully again as your wingman and go in low and fast.

Pick off missile silos that will be shooting at you first, then hit the refinery. Follow each of the pipelines out to the three oil wells. You'll be facing planes and more attack silos along the way, so watch out. Use your map with the refinery in the center as a reference point so you don't run out of gas.





Cluster 1

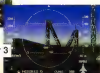


Cluster 2

Attack silos
between
Clusters 1 and 2

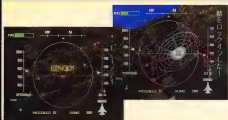


Cluster 3



Mission 6

Keep using the F-14 and Yully. There are three clusters of ground targets on this mission. Take the first two and treat them as one by doing long fly-bys, picking off targets one by one. Watch out for the attack silos between the two western targets. For the final ground target, you should use the targeting computer to pick off the attack silo first.



Buy an A-10 for the canyon run because you're going to need a lot of maneuverability.

Use the dark patch of earth at the bottom of the ravine to guide you because the walls can be confusing. Also watch for changes in the floor's elevation—you don't want to end up a visitor here. There are five choppers and four ground targets, so fly low. Don't panic if you miss a target because you'll be around a corner faster than they can lock on and if they hit you once, the A-10 has plenty of defense. Oh yeah—don't miss the radar, because you only have one chance.

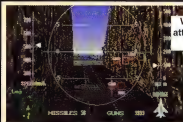
Mission 7



Go back to the F-14 for this one. (In fact, unless you want to experiment, you can use the F-14 for the rest of the missions unless otherwise noted in this strategy. The F-14 is the best overall plane in the game.) This time you're up against two sets of stealth planes that you won't be able to target until you actually sight

them. Use either Yully, Riho or Timothy as your wingman. It's best to go after the gunners that lead the stealth contingent first because they're much more apt to kill you than the stealth fighters are. Once you've targeted a stealth, stay on its tail to give your missile a better chance to zero in on it.

Mission 8

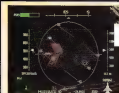


Watch for the
attack silo in the
canyon!

Mission 9

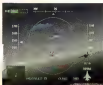
This mission is easy; just take long sweeping passes and avoid lock-ons. Pick a good wingman to keep all the planes in check. If

you decide to go through the canyon, watch out for the missile silo in the middle, because it can nail you.



Hit the enemy's
runway first...

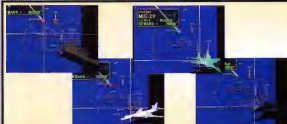
...then protect
your transport.



Mission 10

This rescue mission is good for getting cash to hire ace wingmen for the final missions. Though you have to protect the plane by staying close, you must knock out the enemy's ground base that is located behind you as you start the mission. If you miss this, you'll wonder why you

keep failing the mission. There are a lot of planes here, so use your best judgment when going after a plane. They're going to try to lead you away from your guard, so make sure you keep sticking close. Time is also of the essence here, so get the enemy quick!



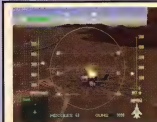
Mission 11

This is another stealth mission that requires visual sightings on your adversaries. Hire a good wingman—preferably an Ace—because it's the only way you'll get through. In addition to the four stealth R-C01s that are your main targets, there are two B-2s and a B-1 that lead the pack. Make this one fast too, because if they bomb their target, you'll have failed your mission.



Mission 12

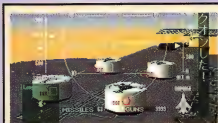
This is an ocean attack on five ships of the enemy's fleet. The four attack cruisers that are lined up in front of you need two hits each to be destroyed and each one is going to be shooting at you, so watch out. The final aircraft carrier takes five hits to finish off, with four guns shooting at you. If your wingman isn't helping you, cool off of the ocean targets and hit some of the fighter planes. You'll need a lot of concentration for the water targets, so it doesn't help to have other planes whizzing by.



Mission 13

This recon mission should be called "Everybody's shooting at me!" You have to hit *everything* on this mission, so don't think that just taking out the ground target is going to help you. Most of what you're targeting are RAH-66 he-

licopters—which are hard for the F-14's computer to lock on to—so concentrate on these targets first. With the helicopters and one ground target gone, the remaining F-15s and YF-23s will be easy. Just be patient!



Mission 14

The last fuel depot is another hard one. Just fly fast and low and use your targeting computer to hit the enemy's attack silos first. Watch out for the attack silo

crossfire on some targets, and beware of the silos that are hidden behind buildings. You may think you have a lock-on, but a building will cause you to miss.



Mission 15

The bridge is tough because there are a lot of attack silos. They're also set up in such a way that if you attack one, another one will come up locked-on and

nail you, even if you destroy the first one. For this reason, it's best to attack the bridge at a perpendicular angle in order to deal with one target at a time. When you finally reach the bridge, watch out for the two attack silos on either side. They're shielded by the bridge, and if you don't get them they'll take you out as you concentrate on the bridge. After you've hit the bridge, attack the enemy's runway with long passes, attacking from one side to the other. Don't go right across the air field, or they'll pick you right out of the sky.

Mission 16

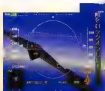
This is another canyon run, but this is no canyon like you've ever seen. Part of it has a roof! Use the A-10 again and try to get through the ravine fast. Don't worry about getting everything, because some of the

ground targets are nestled tight against the walls. If you go for them, you're going to play the last game of pinball in your life. Lose the plane and you'll be super bummed, because you can't buy another one!

Target the orange jets first.



When they're all destroyed...



...hit the center cockpit.

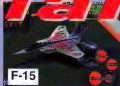
Mission 17

The Airborne fortress is actually very easy if you know what targets to hit. Basically, you want to get behind the fortress and aim at the four orange jets.

On the "Hard" level, you'll have to hit the jets three times each before they are destroyed. Once gone, you'll be able to aim for the center cockpit; this takes four hits. Just fly fast past the mothership and avoid all lock-ons. Use an Ace as your wingman to keep any fighters at bay. If you're not playing the "Easy" or "Normal" levels, don't even bother with the other targets on the mothership or you'll just run out of fuel.

If you sink the mothership on "Hard," you'll get the words "OMAKE (11)" in the top right corner of the title screen. Start a new game on "Hard" and your new mission map will allow you to choose any mission—just select one and press START. If you fly Mission 17 again and beat it, you'll be able to go anywhere you want on an Easy or Normal game! Just save these new OMAKE games to your memory card and you can start wiring the game with any plane.

The Planes



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A new breed of evil!



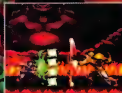
Escape Spirit Knight's vengeance: Teleport!



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Unleash the fury of the full force blast!



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SUPER NES



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SCOOPY-DOO™ MYSTERY



Genesis Strategy Guide

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by Ron Dulin

Scooby-Doo has always been one of the coolest cartoons around, mostly due to Shaggy's smooth lingo and laid-back strut. At least, it was cool until that annoying Scrappy came on the scene. Now you get a chance to take control of the perpetually hungry Shaggy and his canine pal in this Genesis game from Sunsoft/Acclaim.

Zinks! This game is hard! Some of the puzzles had me yelling much harsher words than "Jinkies." This walkthrough should help you get the Mystery Machine out of neutral and let those pesky kids do the meddling that made them famous.

BLAKE'S HOTEL



After the opening sequence, Shaggy and Scooby will be in the Lobby of the Blake Hotel. Look at the **creepy painting**, then open the door to the left of it. Walk through the door into the **office**, where you'll find a distress message from Uncle Blake on the chalkboard. Take the **heater** from the floor, then open the drawer in the desk and take the **scissors**. Examine the book collection and the missing book for a clue that will be helpful later on. Return to the lobby and head up the staircase.

In the upstairs hallway there are seven doors, six along the corridor and one at the end which is locked. Open each of the six unlocked doors



to see a series of chase scenes. At the end of the sixth or seventh chase, Shaggy and Scooby will emerge through the locked door, which will now remain open. Go through the door into the gardener's bedroom. Open the drawer in the nightstand and take the **book**. Now open the

drawer in the dresser and take the **antacid**. Return to the hallway and use the **dumbwaiter** near the stairs to descend into the **kitchen**.

After exiting the dumbwaiter, take the **pot** hanging from the ceiling. Push the **flour** in the cupboard, then look through the **peephole** where you'll see two shadowy figures talking about Uncle Blake.



One of them will throw a crumpled note into the fireplace. After they leave, use the **pot with the sink** to fill it with water. Exit the kitchen through the swinging doors.

In the **cafe**, talk to the **chef**. He won't believe you are hungry. Eat the **antacid** to make him leave. Once he



is gone, take the **key** hanging behind the counter. Open the cabinet in the lower right-hand corner of the room and take the **can opener**. Push the **radio** in the upper-right corner to reveal a compartment on the side. Open the radio and take the **battery**. Now exit the cafe through the

archway on the right to return to the Lobby.

Use the **pot o' water** with the **fire** to put it out, then take the **crumpled note**, which contains a clue about finding the dungeon. Open the outside door to the left and walk outside. Walk down the steps and to the left, where you'll find a snowman and a shed. Take the **shovel** from the snowman. Use the **key with the lock** on the shed, then open the shed. Take the **crowbar**, the **work gloves** and the **weed killer** from the shed. Use the **shovel with the snowman**, then take the **frozen**



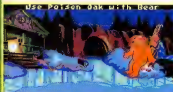
bell. Walk back to the right and use the **shovel with the snow-covered doors**. Use the **crowbar with the double doors** to break the lock, then open the doors and go down into the basement. Open the locker and take the **extension cord** inside. Take the **screwdriver** sitting in the lower left corner of the room, then use the stairs to find a secret door into the office.

Return to the lobby and up the stairs to the gardener's bedroom. Use the **work gloves with the poison oak**. Take the **air freshener** hanging from the antenna, then take the **bed springs** from the bed. Walk back to the hallway and use the dumbwaiter to return to the kitchen. Open the microwave, then use the **frozen bell with the microwave**. Shut



the microwave and then use it. Open the microwave again and take the **cow bell**. Take the **beads** on the floor and the **can of chili** from the shelf under the peephole. **Use the can opener with the chili** to give Shaggy a much-deserved snack. **Push the refrigerator** and take the **soda tab** from behind it. Walk to the right, and **use the screwdriver with the vent covering**. **Use the empty can with the termites** in the wall to capture some of the critters. Walk back through the swinging doors into the cafe and exit left to the lobby.

Use the cow bell to summon the **Bellhop**. Talk to the Bellhop to find out that he collects Native American artifacts. **Give the beads to the Bellhop**, and he will tell you that he is looking for a Kachina Doll he dropped in the woods. Walk outside, and **use the heater with the bear**. You'll need to power it up, so **use the extension cord with the heater**. Once the bear is awake, **use the poison oak with the bear**. After he knocks over the totem pole, use the totem pole bridge to cross the lake.



Once you are across the bridge, **use the fishing pole**. Use the pole repeatedly until you catch a **Kachina Doll**. Take the doll. **Use the scissors with the rope** tied to the pier and take the rope. Walk back across the bridge and enter the hotel lobby. Use the cow bell to summon the Bellhop again, and **give the Kachina Doll to the Bellhop**, who will give you a **goblet** in return. Take the goblet, then exit the hotel.

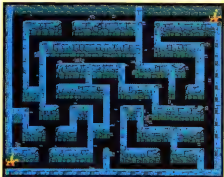


Once you are outside, **use the bed springs**. Take the **Christmas lights** while Shaggy is bouncing. Go through the double doors down into the basement. **Use the crumpled note on the wine rack** to open the secret passage. Go through the passage into the mine. Find and take the **three wheels** hidden along the walls of the mine. One is at the far

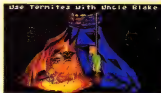


left, another is next to the right of the door you entered through, and the third is next to the support beam to the left of the mine car. **Use the wheels with the mine car**, then **use the mine car** to descend into the shaft. Walk right to the **pond** and **use the air freshener**, then walk through the open archway into the maze.

Now you'll need a source of light to proceed into the maze. **Use the Christmas light with the battery**, then **use the soda tab with the battery**. When you've assembled the light, simply **use the flashlight** and you can begin. Use the map below to find your way through.



After you complete the maze, you'll find yourself in an ancient tomb. Walk to the vegetation-covered wall on the right and **use the weed killer with the killer lettuce**. Walk through the exposed doorway into the dungeon. **Use the rope with the cuffs** next to the hole, then **use the rope** to find Uncle Blake. Talk to



Blake, then **use the termites with Uncle Blake** to set him free. You will automatically be put back in the dungeon after you hear Scooby get into a scrape. Follow Blake into the tomb and **give Blake the book**. **Use the goblet with the statue**, then **talk to the statue**. Choose "xyzz" as the magic word and the **medallion** will appear.

After taking the medallion, return through the maze to the pond. Walk left to the shaft and **use the hose with the engine**. **Use the hose with the gas** to fill the engine, then **use the big red switch** to turn the engine on. Now **use the cart** to ride back up into the mine. Walk through the top door to the basement where the ghost is chasing Scooby. **Use the medallion with the hook** hanging in the middle of the room, trapping the ghost and saving Scooby.



Now sit back and watch the somewhat unrewarding end sequence to find out who has really been haunting Blake's Hotel (and watch that sly dog Fred try to take some of the credit!)

Ha Ha Carnival



You begin the second mystery on the Front Lot of the Ha Ha Carnival. Walk to the right and head down the pier which leads off screen to the bottom. Uh-oh; it looks like Fred, Daphne and Velma are stuck on the pond. I guess they won't be any help this time either. Walk back to the Front Lot, then head up through the blue archway (marked with the closed sign) to the **Boardwalk**.

Open the **trash can** next to the funhouse to find the **mummy bandages**. Continue walking right, past the funhouse and the roller-coaster until you come to the **Madame Zelda** machine. Take the **yellow coupon** from the machine, which will give you a free shot at the Hammer game. Walk up to the taffy puller and take some **taffy**. Now walk right and enter the **Boathouse**, which is the building marked with the anchor. Take the **boat** and the **bottle** from the pool. Open the bottle, then look at the **note**, which will tell you that someone is being held prisoner in the haunted house.

Exit the Boathouse and walk left until you come to the gaping clown's

mouth which is the **funhouse**. After entering the funhouse, you will be in a room with a rotating floor. There are three exits, but to enter them you must attempt to move in the opposite direction of where you wish to go. First, move right to enter the left-most tube, which will drop you in the **Hall of Mirrors**. Walk right until you come to the mirror with



wheels and **push the mirror** to get rid of the scary clown. If the clown spooks you away, come back and push the mirror before the clown is in view. Take the **spark plug** the clown drops and exit to the left.

Enter the funhouse again, and this time go down to enter the center tube. This will drop you in the **Bumper Cars** room. Use the **taffy** with the **engine**, then use the **switch** to start the cars. Use the **bumper car** and prepare for battle with the clown. The best way to defeat him is to avoid the walls at all costs, then



ram him when he is stuck against them. If he defeats you, come back and try again. Once you win, he will run off, dropping a **dart**. Pick up the dart and exit to the right.

Once again, enter the funhouse. This time move left to enter the right tube which leads to the Haunted House. Take the **boots** from the monster. Open the **coffin** to reveal the mummy, then **pull the bandage** after the coffin is closed. If Shaggy is too scared, simply pull the bandage again to free the **carnival manager**. Now exit the Haunted House in the lower left corner of the room.

Walk left from the boardwalk to return to the front lot. Talk to the kid to find out that he wants a water pistol. Walk right and enter the **Hammer Game**. Give the **coupon** to the attendant, then use the **hammer** with the **hammer game**. That didn't seem to work, so **pull the pole** next to the game to turn the tables on the cheating attendant. Walk back through the front lot to the boardwalk, and continue right until you reach the entrance to the back lot.

Go into the back lot and use the **ladder** to the left to reach the bungee jump platform. Use the **bungee harness**, and take the **bucket** while Shaggy is bouncing. Once you're



back on the platform, use the ladder to return to the back lot. Return to the boardwalk and use the **bucket** with the **faucet** next to the taffy machine. Go to the back lot and walk right until you reach the balloon stand. Use the **balloon** with **Scooby** to get the **magnet**



from the ferris wheel. Now walk right to the **diving bell**. Use the **valve** in the bell, then **open the hatch** once you are submerged. **Use the magnet with the treasure** to retrieve some **tokens**, then **use the bucket with Inky**, the baby octopus. Use the valve to return to the surface.

Walk all the way back to the front lot, then enter the **Arcade tent** to the right. **Use the tokens with the crane game** to get the **water pistol** (it might take a few tries, but it seems to work best if you leave the crane in its starting position and wait until the pistol is at the back of the rotating platform.) Enter the door marked "Employees Only" to the right of the strong man, which leads to the **dressing room**. Take an **application** from the table, then **open the trunk** and take the **wrench**.

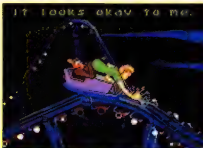
Return to the front lot and **give the water pistol to the kid**. Walk right to the fortune telling machine and **use the tokens with Madame Zelda**. Ask the question

"what is the meaning of life" to make the machine break. Take the **head** from the broken machine. Go to the Roller Coaster booth

and **give the tickets to the attendant** to find out that you must have at least four riders. Enter the fun-house again, and move left so you will enter the tube to the haunted house. **Use the wrench on the bolts** in the monsters neck, then exit.

Walk back to the kid and talk to him until he agrees to ride the roller coaster with you. After the attendant tells you the kid is too short, **give the boots to the kid**. Don't worry, if you have Zelda's head, the attendant will still let

you ride after the kid runs off. Once you are on the roller coaster, quickly **use the brake handle**. After you are safely stopped, **use the bolts with the track**. After the track is re-



paired, use the brake again. On the second roller coaster screen, quickly **use the second brake**. If you miss either brake, you can ride the coaster again without hassle. **Open the shed** next to the track and take the **paint brush**. Now use the brake again to finish the ride.

Walk to the front lot, and walk down the pier to the pond. **Use the spark plug with the boat**, then **use the boat with the pond**.



After the rest of the gang are saved, there will be a brief cut scene in which the ever-helpful Fred tells you that they

will get the authorities, while Shaggy and Scooby must stay and trap the clown.

After this scene, enter the front of the clown. You can talk to the manager, but he is rather unwilling to help (especially considering that you freed him). There is a stamp on his desk, so **use the rubber stamp with the application**. Return to the front lot and enter the arcade tent. **Use the tickets with the dart attendant**, then **use the darts** (the darts he places on the counter that is, the one in your inventory won't work.) Play the game three times to win the **teddy bear**.

Time to prepare for your daring capture. Go left to the dressing room and **use the application with the bulletin board**. Walk through the front lot and take the **sign**, then go to the back lot. **Give the teddy bear to the balancing bear**, and take the **ball** she leaves behind. **Use the brush with the bucket with Inky**, then **use the Inky brush with the sign**. Use the sign to complete your trap. Now you have to get the clown into the ferocious beast's cart, so while he is standing there looking confused, **use the dart with the ball**.



Now you can enjoy the second (and much more rewarding) end sequence, and wonder what in the world happened to the authorities your so-called friends were supposed to be bringing.





**DON'T TRY THIS
AT HOME.**



OKAY, YOU CAN.



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IT'S ACTUALLY A ROLE-PLAYING GAME.

TODAY YOU'LL BE PLAYING THE PART





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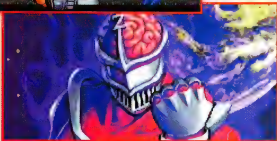
ENDS LIVES

[illegible]

MIGHTY MORPHIN POWER RANGERS™ THE FIGHTING EDITION

EXCLUSIVE! SUPER NES Strategy

by Tyrone
Rodriguez



So I say to Chris and Betty, "How about doing something on the new Power Rangers fighting game?" They say, "That would be morphinominial, Tyrone!" All right, then, it's decided. Though I'm ashamed to admit that I watch the TV show, I don't mind saying that *Power Rangers: The Fighting Edition* is among the best fighting games that the Super NES has to offer.

Here are some juicy special moves and combos that you can sink your teeth into. The combo system relies on chain combos linked with standard combos—you know the kind, where you finish with a special attack.

To charge the attack bar for your Power Attack, you must perform a special attack at the exact moment when the attack bar is completely filled; this must be repeated three times. Once the attack bar flashes with lightning, you have a limited amount of time in which to perform the Power Attack. The longer you wait, the less powerful the attack becomes.

Combos and special attacks can generate more hits if they're timed in conjunction with the power bar. Some combos listed may work only if the attack bar is full. Time your combos carefully for maximum damage!

If you're knocked down, you can get up more quickly by wiggling the D-pad or joystick back and forth rapidly.

It is possible to counter-throw an opponent who is attempting to throw you. Once both fighters grip one another, whoever jams on the buttons fastest will get the throw.

To get combo-counters to appear on the screen, just visit the Option menu and change the "Face Display" setting to "Off."

Note: In the moves lists on the following pages, the word "Attack" refers to the standard attack methods (buttons **X** and **Y** in the default control configuration) and "Slash" means using the fighter's weapon (buttons **A** and **B**). All moves are shown as if your character is facing the right; reverse the left/right arrows if you're facing left.



THUNDER MEGAZORD

Rising Uppercut: →↓↘+Quick Attack
Dashing Uppercut: →↓↘+Hard Attack
Fireburst: ↓↘→+Quick or Hard Attack
Power Sword Slash: ↓↘←+Quick or Hard Slash

Lunging Attack: →+Hard Attack
Lightning Power Attack:
 ↓↘→↓↘→+Quick or Hard Attack
Aerial Stomp: ↓+any two buttons simultaneously
Throw: (near opponent) →+Quick or Hard Attack

KILLER KOMBO



Jump in with a Hard Slash (3 hits)



Do two standing Quick Attacks (2 hits)



Go into a Hard Slash (up to 8 hits)



Try to get a Fireburst in after the Hard Slash



NINJA MEGAZORD

Ninja Spin: ↓↘←+Quick or Hard Attack (can be performed in mid-air)
Aerial Power Kick: (while in mid-air)
 ↓↘→+Quick or Hard Attack
Ninja Claw Slash: ↓↘→+ Quick or Hard Slash

Lightning Dash: →→+ Quick or Hard Slash
Ninja Spirits Power Attack:
 ↓↘→↓↘→+ Quick or Hard Attack
Fire Bomb: ↓+ any two buttons simultaneously
Throw: (near opponent) →+Quick or Hard Attack

KILLER KOMBO



Begin by performing the Lightning Dash (4 hits)



Do one standing Quick Attack (1 hit)



Do two low Quick Slashes (4 hits)



Now do a low Hard Attack to trip them (1 hit)



Finish with the Fire Bomb (1 hit)
 Your timing must be perfect!



SHOGUN MEGAZORD

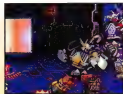
Angled Sword Phantoms: ↓↘→+Quick Slash
Straight Sword Phantoms: ↓↘→+Hard Slash
Sword Spin: ↓↘←+Quick or Hard Slash
Backhand: →+Hard Attack

Headbutt: (near opponent) →+Hard Attack
Atomic Sword Power Attack:
 ↓↘→↓↘→+Quick or Hard Slash
Aerial Stomp: ↓+any two buttons simultaneously
Throw: (near opponent) →+Quick Attack

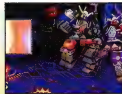
KILLER KOMBO



Do one standing Quick Attack (1 hit)



Now press ↓+Hard Attack (1 hit)



Now attack your downed opponent with the Aerial Stomp



MEGA TIGERZORD

Wind-Up Attack: →↓↘+Quick or Hard Attack

Power Sphere: ↓↘→+Quick or Hard Slash

Tiger's Fury: ←↘↓↘→+Quick or Hard Attack

Tiger Laser Power Attack: ↓↘→↓↘→+Quick or Hard Attack

Aerial Stomp: ↓+any two buttons simultaneously

Throw: (near opponent) →+Quick or Hard Attack

KILLER KOMBO



Jump in with a Hard Slash (3 hits)



Do two standing Quick Attacks (2 hits)



Then one low Quick Slash (1 hit)



Now do a low Hard Attack to trip them (1 hit)



Finish by hitting them one more time with an Aerial Stomp (1 hit)



LIP SYNCHER

High C: ↓↘→+Quick Attack

Low C: ↓↘→+Hard Attack

Corkscrew Kick: (in mid-air) ↓↘↙+Quick or Hard Slash

Double Jump: Press ↑ or ↗ in mid-air

Air Dash: (in mid-air) →→

Air Escape: (in mid-air) ←←

Drill Kick: (in mid-air) ↓+Hard Attack

Heel Kick: (in mid-air) ↓+Quick Attack. You can jump again after the Heel Kick even if you've already jumped twice

Aura Song Power Attack: ↓↘→↓↘→+Quick or Hard Attack

Hard Heel Stomp: ↓+any two buttons simultaneously

Throw: (near opponent) →+Quick Attack

KILLER KOMBO



Jump in with a Hard Slash



Do one standing Quick Attack



Crouch for a low Quick Attack



Then a low Quick Slash



Finally, trip 'em up with a low Hard Attack



GOLDAR

Red Laser: ↓↘→+Quick or Hard Attack

Rising Slash: →↓↘+Quick or Hard Slash

Mid-Air Flight: ↑↑

Air Dash: →→ (in air)

Reverse Dash: ←← (in air)

Air Laser: (in air) ↑↗→+Quick or Hard Attack

Dive Bomb: (in air) Quick Attack+Hard Attack simultaneously

Air Dive: (in mid-air) Quick Slash+Hard Slash simultaneously

Ground Zero Power Attack: ↓↘→↓↘→+Quick or Hard Attack

Stomp: ↓+any two buttons simultaneously (a low Hard Slash will also hit them while they're down)

Throw: (near opponent) →+Quick or Hard Attack

KILLER KOMBO



Jump in with a Hard Slash (1 hit)



Hit 'em with one standing Quick Attack (1 hit)



From there go into a Rising Slash (2 hits up to 6)



If you're quick (and close) you can get them with a low Hard Slash



LORD ZEDD

Ground Lightning: ↓↘→+Quick or Hard Attack
Hand of Magnetism: →↓↘+Quick or Hard Attack
Ground Slam: →↙↘↓↘→+Quick or Hard Attack

Teleport: →↘↓↙←+any button
Hand of Fate Power Attack: ↓↘→↓↘→+Quick or Hard Attack
Staff Stomp: ↓+any two buttons simultaneously
Throw: (near opponent) →+Quick or Hard Attack

KILLER KOMBO



Attack with a Quick Attack while dashing



Do one standing Quick Attack



Now a ducking Quick Attack



Then a low Hard Attack to knock them down



Get an extra hit with the Staff Stomp



SILVER HORNS

Claw Attack: →↓↘+Quick or Hard Attack
Long Distance Claw Attack: ↓↘→+Quick or Hard Attack
Double-Hit Claw Attack: →+Hard Attack

Eye Beam Power Attack: ↓↘→↓↘→+Quick or Hard Slash
Stretch Claw: ↓+any two buttons simultaneously
Slam: (in close) →+Quick Attack
Double Slam: (in close) →+ Hard Attack

KILLER KOMBO



Jump in with a high Quick Slash (3 hits)



Do three consecutive standing Quick Attacks (3 hits)



Add one standing Quick Slash at the end of this easy combo



IVAN OOZE

Power Slap: Quick Attack
Power Toss: Hard Attack
Energy Pillar: Quick Slash or Hard Slash

Multi-Ball: ↓↘→+ Quick or Hard Attack
Laughing Sparks: →↓↘+ Quick or Hard Attack

TO PLAY AS IVAN OOZE IN FIGHTING MODE:



At the character-select screen, hold the X and Y buttons and press START.



You'll be in control of Ivan Ooze, the game's hidden character.



He's extremely powerful, but cannot block.



Exclusive 3DO Strategy

by Tyrone Rodriguez



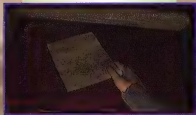
The scenario: A psychotic father goes ballistic at Los Angeles National Hospital, killing everyone in sight. Meanwhile, his daughter Laura is having flashbacks about cannibalism. Talk about the model Californian family!

Upon entering the hospital, its tranquil halls mysteriously change into the blood-laden corridors of an extra-spooky Victorian mansion. Now you've got just two hours to get the hello out of there.

Video games don't get much weirder than this. *D* looks and plays like it was designed by Salvador Dali. For those who may be having trouble getting to the end, we offer the next few pages as a succinct walkthrough of the entire adventure. Use this guide only if you're stuck at a certain point. And remember: Don't play this game alone...



As soon as you begin the game, turn around to experience your first of many flashbacks. From the dining room, head upstairs and get the paper found inside the dresser drawer. While



you're in the upper room, take the key from the fireplace, then go back down-



stairs and place the paper in the bowl of water to see an important clue.

Go back upstairs and open the drawers labeled IV and II in that order. Take the socket wrench and head down to the barrel.



Place the socket wrench on top of the faucet in front of the barrel. Head to the locked door within the same room. (Notice the number 78 on the door.)

Now you're ready to return to the dining room. Use the silver key on the locked door. Once you're inside the room, head towards the left. You'll see a strange kind of slot machine by the bed.

To solve this puzzle, you must make the numbers 78 appear by using the slots. The left dial takes three steps to stop. The right dial also takes three steps to stop, but then it will advance a number of steps equal to the number on the left dial. (Did I mention that I hate this puzzle?)



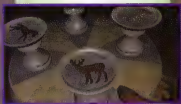
Take the ring and return to the room with the barrel and locked door. Place the ring in the hole found in



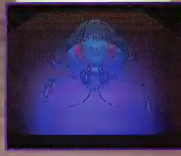
the door. *Voilà!* It's opened! A rather large Indiana Jones-ish boulder now follows the heroine—don't worry, you just have to watch.

When you end up in the bedroom, go directly to the painting and push the **A** button. You'll hear an evil laugh, but don't be scared; you're also getting clued in on the next puzzle. (Note that the deer is at the bottom of the painting.)

Go to the turntable found next to the bed and turn it until the deer is at



the bottom of the screen. Open the door and go straight across to the other door. Get the gold key from the corpse and head for the bookcase for another flashback (if you haven't already had it.)



Now go back to the bedroom and open the desk drawer with the gold key. Take the book over to the bookshelf and place the book on the bookshelf to reveal a secret door that



leads to the "turning room."

There are 12 turning points in the turning room, but some aren't necessary. Turn the wheel three times to reveal a door. Go down the stairs to a room where you'll see a chest. Unfortun-



nately, you can't get it yet, so your best bet is to return to the turning room and spin the wheel seven times. This leads you to the knight encounter.



You must follow these directions when the prompts appear so the knight won't knock you into the well: **Left, Right, Left, A.** If you've done this correctly, you'll get the sword.



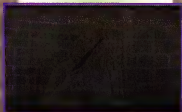
Take it with you when you return to the turning room and turn the wheel another seven times.

Head for the door found near the fountain in the garden—near the Sagittarius and Aquarius statues—and use the sword to open the door. Go to the viewer on the second floor and view the symbols for Sagittarius and Aquarius. The color for Sagittarius is green (upper right corner) and Aquarius is light blue (second from the right on the bottom row.)



Go to the respective statues and give them the appropriate colors; the water from the fountain will drain into the room where you saw the chest earlier.

Return to the turning room and turn the wheel an amazing ten times. Now go get that chest. Oooh! A gun!



Back in the turning room, turn the wheel three times. Go to the stained glass window and break it with the gun. Laura will



automatically climb out. Now go straight through the hall to receive a message from your father.

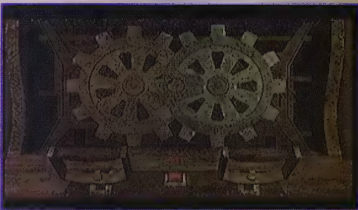
When you're midway through the hall and facing away from the shutters, face left and walk into what appears to be a wall;



it will open to reveal the dreaded gear room.

What you are now facing is, in our opinion, the most devious of all the puzzles in *D*. While we don't want to deny you the special joy of solving this puzzle for yourself, we will explain the basics of the way the gears work.

In front of you are two gears, two levers and one red button. The object is to get the red ball in the left gear lined up with hole in



the right gear. When you press the button, the gears will rotate; how far they rotate and the direction they go in depends on the position of the levers; use the handy chart on this page to see how to set the levers in order to get the gears to turn the way you want them to.

From this point forward, you're on your own. The designers of *D* have already finished a Saturn version of this game, and a sequel is already in the works for 3DO's M2 accelerator upgrade. Rumor has it that at the beginning of the sequel, we learn that Laura is pregnant...

Left Lever

Near
Middle
Far
Near
Middle
Far
Near
Middle
Far

Right Lever

Near
Near
Near
Middle
Middle
Middle
Far
Far
Far

Left Gear

0
1 Clockwise
2 Clockwise
1 Counter-Clockwise
0
1 Clockwise
2 Counter-Clockwise
1 Counter-Clockwise
0

Right Gear

2 Clockwise
3 Clockwise
4 Clockwise
3 Clockwise
4 Clockwise
5 Clockwise
4 Clockwise
5 Clockwise
6 Clockwise



1943
Level 23 Password
Enter T Y 1 9 U.

ADVENTURE ISLAND

Continue

Jump right before the "G" sign at the end of Area 1 where you'll find an egg with the Hudson bee in it. After you've picked up the bee, you can continue indefinitely by holding **Left** and pressing **START** when the game is over.

Island Select

First reset the game. At the title screen, press **Right, Left, Right, Left, A, B, A, B**.

ATHENA

Fire Sword, Dragon Helmet, Lion Shield

In Area 1, when you see a small red-spotted mushroom (after the larger spotted mushroom), squat down on it to receive the aforementioned items.

BABY BOOMER

Extra Men

In Level 1 shoot the fire hydrant ten times, in Level 2 shoot the tall, thin tombstone, in Level 4 shoot the stacilite over the bridge and in Level 6 shoot the torch.

BATMAN RETURNS

Stage Select

Enter the password "Y31 21 3191 11". When the screen displays the name of the first stage, press **Left** and **Right** on Controller 2 to change the starting stage. With this password in place, you can use controller two to skip around and warp to different stages at any time during a game.

CAPCOM'S GOLD MEDAL

CHALLENGE

Train Against Computer

To access the two-player training modes in some events, highlight the name of an event and hold the **B** button down. Continue to hold **B** while you press **A** twice to advance to the game. You'll know the trick worked if you see the numeral "11" next to the name of your opponent's country at the bottom of the screen.

CASTLEVANIA II: SIMON'S QUEST

Defeat Dracula Password

D Y 3 1 L X O Y
W 4 5 X T G J X

CASTLEVANIA III: DRACULA'S CURSE

For each of the following passwords you must enter "STRIDER" as your name.

Pirate

Enter a whip in the second and fourth spaces on the first line at the top. On the second line enter a heart in the first space. Place a cross in the second and third spaces on the third line, crosses in the first and second space and a whip in the fourth space on the first line.

Witch

Enter a cross in the second space and a whip in the fourth space of the first line. Leave the second line blank. For the third line, place a heart in the second space and a whip in the third. Put crosses in the first and second spaces

of the fourth line.

Dracula

Enter a cross in the second space on the first line. Then leave the second line blank, and enter crosses in the second and third spaces of the third line. On the fourth line enter a heart in the first space and a cross in the second space to finish the game.

Start with Ten Men

Type in **HELP ME** at the name screen.

CONTRA

30 Lives

Before the title screen fully appears, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**. This gives you 30 lives per continue for a total of 120 lives. For the two-player game, just hit **SELECT** to choose the two-player mode before pressing **START** to complete the cheat code.

DESTINATION: EARTHSTAR

Cheat Mode

Start the game as usual. As the Star System appears, grab Controller 2 and press and hold **Down** and **SELECT**, then press the **B** button three times. Now release **Down** only and you should hear a chime. Now you can use the following cheats:

Make Complete Repairs in Flight (Star System Mode/Power up to Nine Ships (Enemy Base Mode)
On Controller 2, press **L, SELECT** and **B** simultaneously.
Ship Star Systems/See End Screen
On Controller 2, press **R, START**, and **A** at the same time to execute each advance.

DICK TRACY

Combinations for All the Cases

Case 2: 207-119-060
Case 3: 164-003-201
Case 4: 036-224-136
Case 5: 007-215-047

DIG DUG

Stage Select

When the title screen stops, press **A, SELECT** and **START** at the same time.

DIRTY HARRY

Unlimited Lives

Enter the password **LOCKE**.

DOUBLE DRAGON III

Twice the Kick

You must be in two-player mode. Have Billy and Jimmy Lee stand next to each other and use the Cyclone Spin-Kick. Both characters will lock arms, back to back, and the kick will be twice as long and powerful.

DR. MARIO

Flying Item

If you wait long enough on the intermission screen (where the three viruses are sitting on the tree,) an item will fly across the top of the screen. It only works with certain virus level/speed combinations.

Level	Speed	Picture
06	Medium	Book
10	Medium	Chicken
15	Medium	Spray Paint
05	High	Turtle
10	High	Pig
15	High	Witch

DRAGON SPIRIT

Start with 20 Dragons

After the first battle, during the title screen, press and hold **A** and **B** on Controller 2, and then press **START** on Controller 1.

Sound Test

Press and hold **A, B** and **Up** on Controller 2 and then press **RESET**. "Sound Test 00" will appear.

DUNGEON MAGIC

Start with 100 Coins

Watch the storyline of the game until you see the town in the lower-left portion of the screen. Press **B** on Controller 2 twice then **START** on Controller 1.

G.I. JOE

Stage Passwords

Quest One:

Mission 2—PSDNSXG20
Mission 3—NSNSOG24
Mission 4—SSNSXG20
Mission 5—SSNSXG20
Mission 6—DRBJOVDBH

Quest Two:

Mission 1—ZND39NSXF
Mission 2—PXHNDXG28
Mission 3—3NRDZNSX1
Mission 4—5XHPXHNZD
Mission 5—VNBBLJV83
Mission 6—DVNBBSB8H

Quest Three:

Mission 2—3R6NSXG2
Mission 3—3R6NSXG2
Mission 2—3R6NSXG2
Mission 2—3R6NSXG2
Mission 2—3R6NSXG2
Mission 2—3R6NSXG2

GAUNTLET

Double Power

Start with two characters and let one die. An icon representing the supplies the dead character has left behind will show up on-screen. Move the first player over than icon to retrieve the supplies.

GAUNTLET 2

Exits

If you get stuck or enter a level that has fake exits, just stand still and wait for all of the walls to become exits. This takes approximately 150 points of health. Also, if you run out of keys, you can stand still for about a count of 100 and all the doors will open.

GHOSTS 'N GOBLINS

Level Select

At the title screen, hold **Right** and press **B** three times, then **Up, B** three times, **Left, B** three times, **Down, B** three times. Use **A** and **B** to choose a starting level.

GILLIGAN'S ISLAND

Stage Passwords

Stage 2: QECBNKB
Stage 3: DLFPEVPH
Stage 4: ANDFECAE

GOLGO 13: TOP SECRET EPISODE

Stage Select

After the helicopter demo ends, enter this sequence as soon as you see Golgo's eyes: On Controller 1, hit **START**. Followed by holding **Left, Up, A** and **B** on Controller 2, while you hit **Up, A, B**, then **START** on Controller 1.

GYRUSS

30 Free Ships

At the title screen, enter **A, B, Right, Left, Right, Left, Down, Down, Up, Up**.

THE IMMORTAL

Level Passwords

Level 2: SVYYX10006Y90
Level 3: 58ST121000X10
Level 4: TT85Y31001X60
Level 5: 845YV41002X60
Level 6: 650YV10005Y0
Level 7: Y7Y7Y710038Y0

JACKIE CHAN'S ACTION KUNG FU

Stage Select

Turn the game on and press **START** repeatedly until you see Jackie Chan sitting down in the first stage. Then press **RESET**. On the title screen you should see five continues. Next, press **Up, Up, Down, Down, Up, Down, B, A** on Controller 1; on Controller 2 press **B, START** on Controller 1; and, finally, press **B** on Controller 2. You should now have a "1" by the word "start" and 99 continues on the screen. Press **Up** or **Down** to select a starting stage.

JOHN ELWAY'S QUARTERBACK

Open-Field Running

When you have the ball, pick either the "normal" or "reverse" play, and let time run out. If you quickly complete a pass to a teammate, he'll take off, leaving the rest of the players way behind him.

JOURNEY TO SILIUS

Nine Continues/Sound Test

At the title screen, press **B** 33 times and then **START**.

KICKLE CUBICLE

Special Game

Enter the password **Fggl IXAX**.

THE LEGEND OF KAGE

1-Up

If you stay in the water of the moat and kill seven ninjas with your sword, a blue creature will fly across the screen. Catch him for a 1-Up. This works in all most scenes.

THE LEGEND OF ZELDA

Password

Enter your name as "ZELDA" to start the game's second quest, with many of the items and dungeons in different places.

THE LONE RANGER

Super Cheat Password

Type in 0810 7830 3251 2/ at the password screen. (Note: the last three spaces in the code should remain blank.) You'll get a level Select, \$9,999, 10 Socks of TNT, a Long Barrel Gun, 50 Rounds of Regular Bullets and 50 Rounds of Silver Bullets.

LOOPZ

Stage Passwords

Stage 06: KPQ
Stage 11: JGS
Stage 16: ASL
Stage 21: PDS
Stage 26: WKW
Stage 31: YLY

THE ADVENTURES OF BATMAN & ROBIN

Level Skip

To skip the level you're currently on, hit **START** to pause the game. While paused, enter **B, A, Down, B, A, Down, Left, Up, C** (BAD BAD LUC).

AERO THE ACRO-BAT

Level Select

Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

Infinite Stars/No Collisions

Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

ALADDIN

Stage Skip

During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.

Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

ALTERED BEAST

Correct Continue

Sega made a mistake in the instruction booklet with the continue feature described. The true way to continue is by holding **A** while you hit **START**.

BARLEY SHUT UP AND JAM!

Break the Backboard

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C** +D-Pad in the direction of the hoop.

Monster Dunk

You must be fully "juiced" on the "Juice bar". Then, execute a Super Jam (A), then **C** +D-Pad in the direction of the court from the opposite end of the court.

All-Barley Code

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and hit **B** three times. When you resume, all players on the court will be Sir Charles.

Play as Barkley's Teammates

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and follow the instructions below to play as any of Barkley's teammates:

Blade—Highlight **QUIT** and press **A** three times

Dolomite—Highlight **QUIT** and press **A** four times

Hamma—Highlight **QUIT** and press **A** five times

Jm-Pak—Highlight **QUIT** and press **A** six times

Pauzy—Highlight **QUIT** and press **A** seven times

Shugs—Highlight **QUIT** and press **A** eight times

Spider—Highlight **QUIT** and press **A** nine times

Borgo—Highlight **QUIT** and press **A** ten times

Mirror Match

In Exhibition Mode, press **START** to pause and highlight **QUIT**, then press the **C** button three times. When you resume, your opponents will be your twins.

Play as Sir Charles in Tournament Mode

If you win the tournament by going **B-O** and score a triple-double during the last match, a "Continue" message will appear. Answer **Yes** to start over as Charles Barkley (Tournament Mode only).

BATLETOADS/DOUBLE DRAGON

Secret Wipe

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

BEYOND OASIS

Special Moves

Grand Spin: Hold **B**, rotate the D-pad clockwise and release **B**. Flip Slash: Hold **B**, press Forward, Back, Forward and release **B**.

Flash Stab: Forward, Forward, Forward, **B**

BOOGERMAN

Passwords

LEVEL 1: Flautent Swamps
Scab Creature, Abdominal Sewer Man, Puss Creature, Miner Goblin

BOSS 1: Hick Boy
Ghost, Nose Goblin, Ghost, Puss Creature

LEVEL 2: The Pits
Puss Creature, Scab Creature, Ghost, Boogerman

BOSS 2: Revolta
Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogenville
Scab Creature, Ghost, Abdominal Sewer Man, Boogerman

BOSS 3: Flyboy
Boogerman, Puss Creature, Miner Goblin, Scab Creature

LEVEL 4A: Mucous Mountains
Nose Goblin, Scab Creature, Ghost, Troll

LEVEL 4B: Nasal Caverns
Nose Goblin, Puss Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant
Ghost, Scab Creature, Troll, Miner Goblin

LEVEL 5: Puss Palace
Puss Creature, Boogerman, Ghost, Puss Creature

FINAL BOSS: Boogmeister
Puss Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

BURBY

Cheat Codes

Each of these cheats can be entered at the title screen.

All Levels Complete: **Up, A, A, A, Down**

Jump Frenzy: **B, A, B, C**

99 Diving Suits: **B, Left, Up, B**

99 Portable Holes: **Right, Up, B, B**

99 Smart Bombs: **C, C, C, Up, Down, C**

99 Nerf Balloons: **Shots: B, A, Left, Left**

50 Lives: **B, Up, B, B, A**

Invulnerability: **C, A, B, C, Up, Down**

CASTLEVANIA BLOODLINES

Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

CHUCK ROCK II

Level and Zone Skip

Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down, and A**. The game will restart. Pause again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. To go back wards, hold **A** and **Left** or **A** and **Down** while paused.

CRUE BALL

Stage Select/Sound Test

Choose "Music Demo" and select "Twisted Jumper". While those words are on the screen, press **A, C, A, B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume"). Now you can also enter a sound test by pressing **A, B** and **C** together.

DAVID ROBINSON'S SUPREME COURT

Super Short Games

At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the **A, B** and **C** buttons all the way down to 20 seconds.

DUNE: THE BATTLE FOR ARRAKIS

Passwords

*Atridead/Harkonnen/Orcos
2 Diplomatic/Demolition/Domination
3 SpiceDance/SpiceSatyr/SpiceSaber
4 EternalSun/BurningSun/ArrakisSun
5 DeathHunter/DarkHunter/ColdHunter
6 FairMental/EvilMental/WilyMental
7 HULK/KNIGHTS/ICEWING/ALADIN
8 SonicBlow/DevilMotor/SweetWar
9 DuneRunner/DeathRuler/PowerCrush

EARTHPOWER JIM

Weapon Power-Up (once per level)

Pause the game and press **A, B, B, C, A, C, C**

Energy Bar! (once per level)

Pause the game and press **A, C, A, C, A, B, B, A, C**

Skip to Level 2

Pause on Level 1 and press **Left, Right, A, B, C, Left, Right, A, David Perry's Private Cheat Mode**. With the game paused, press **A-Left, B, A, A-Right, B, B, A**. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the

entire game map.

Plasma Recharge

Pause the game and press **C-Down, A, B, C, A, B, A, C, A, Jim** will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

Extra Continue

Pause the game and press **A, B-Left, A, B, A, B, C, A, Jim** will say "Cheater! Plasma!" Unpause the game for an extra end-of-game continue. You can only do this once.

Extra Jim

Pause the game and press **B-Up, B, A, C, A, A, A, A, Jim** will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

ECOO THE DOLPHIN

Super Cheat Menu!

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A cheat menu appears, offering various options as stage select, sound test, message test, invincibility and more. Invincibility: Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down while Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

ESPN NATIONAL HOCKEY NIGHT

Extra Teams

Press **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

Brutal Menu

The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."

Pong

The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles.

Octopong: **A, C, B, Up, Right**. Up adds some variation to the simple Pong code, by turning the Octopus into a puck.

EX-MUTANTS

Cheat Menu

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then hold **A, B** and **C** while pressing **START**.

F-15 STRIKE EAGLE II

Hidden Re-Supply Option

Pick "See Credits" at the "Options" menu, then press **Up, Left, Down, Right, Up, Right, Down, Left, Up**. Now there's a "Re-Supply" option that boosts weapons, fuel and decoys.

FATAL FURY

Victory Counter

Choose "Control" at the option menu, then highlight "Point". Hold **B** and set the point value to zero. Do this for both players, then start a two-player battle. Your point globes will be replaced by counters that show how many rounds you've won.

BRUTAL.

You're Dead Meat!

Standing naked on a glacier, you sense that something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

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Unth Shaking Carnage!



GENERAL CHAOS

Secret Cheat Mode

Pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:

Maximum Medics

Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.

Battle Advance

Press and hold **A**, **C** and **Up** on Controller 1 and **B** on Controller 2.

Full-Scale War Advance

Press and hold **A**, **C** and **Down** on Controller 1 and **B** on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

GHOULS 'N' GHOSTS

Invincibility

At the title screen, press **Up**, **B**, **Down**, **B**, **Left**, **B**, **Right** and **B** until you hear the tone. Then hold **Down** and press **START** until the game begins.

Japanese Titles

Go to the options screen and select the last musical score (26) and the last sound effect (56). On the D-button, press and hold **Down** and **A**, **B** and **C**, then press **START** to exit the options screen.

THE INCREDIBLE HULK

Hulk-Out Moves

These moves work when you achieve Hulk-Out status in the game. Bear Hug: Grab enemy, then press **A**. Fire Bomb: Grab enemy, then press **A**. Shoulder Charge: Forward, Forward, **C**, Forward.

JENNIFER CAPRIATI TENNIS

New Players

To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND SLAM" (enter a period between the two words and fill up the rest of the password with periods.) Secret Configuration Mode! Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

THE JUNGLE BOOK

Extra Start/Warps

Each of these codes must be entered while the game is paused. Press **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A** to reset the timer, health meter and weapons supplies.

To warp to Shere Khan, press **C**, **A**, **C**, **A**, **C**, **A**, **C**, **A**, **B**, **B**, **B**. To reset the timer so that you only have 10 seconds left, press **A**, **B**, **A**, **B**, **A**, **B**, **A**.

Punch in **Left**, **A**, **Right**, **Down**, **B**, **A**, **Left**, **Left**, **C**, **Right**, **Up**, **Down**. The game will reset, when you reset, all of the characters will be upside down. Start next to Baloo by pressing **B**, **A**, **L**, **U**, **U**.

Start next to Kaa by pressing **C**, **A**, **A**, **B**, **C**, **A**, **A**.

Try **A**, **B**, **B**, **A**, **C**, **A**, **B**, **B** several

times to change the screen into different colors. The last color in the series will be blood red!

To skip to the next level, press **B**, **A**, **A**, **B**, **B**, **A**, **A**, **B**, **B**, **A**, **B**, **B**, **A**, **B**, **B**, **A**. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code **B**, **A**, **Down**, **C**, **A**, **Right**, **Left**, **A**, **Right**, **Down**.

To start next to King Louie, press **Left**, **Up**, **A**, **Left**, **Up**, **A**.

To start next to the Witch Doctor Monkey, type in **Right**, **A**, **Down**, **B**, **A**, **Down**.

Debug Menu

On the first level, run all the way to the right until you reach the biter patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code **B**, **A**, **Down**, **C**, **Right**, **A**, **B**, **Left**, **A**, **Right**, **Down**, **B**, **A**, **Left**, **C**, **Up**, **Right**, **Left**. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

JORDAN VS. BIRD: SUPER ONE-ONE-ONE

Extra Time

Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press **A** to call a timeout. The game will continue with 36 minutes on the clock.

JURASSIC PARK

Super Cheat Mode!

Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character through walls, floors and ceilings.

Password Trick

Use the following password formula to start on any stage:

JP_0_ARK

Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor. Stage-Select/Sound Test Menu Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("←" or "→"), then press and hold **A**, **B**, **C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any

button, then start the game. You'll get a hidden stage-select menu with a bonus sound last.

JUNGLE STRIKE

Super Cheat Passwords

These codes start you at any mission with ten lives and all co-ops rescued. RIVNWT458K6—Campaign 2
9WV7NL6MHBV—Campaign 3
X7NLASHPGH4—Campaign 4
VL458MGGZVH—Campaign 5
WS8MHPDZJFT3—Campaign 6
TMHQPFCY34X—Campaign 7
7PGZCYK34X—Campaign 8
NCZJFD3BR67—Campaign 9

THE LAWNMOWER MAN

Cheat Mode

On any of the platform levels, press **START** to pause the game. Enter the code **Up**, **Right**, **A**, **B**, **Down**, **Left**, **A**, **Down** (**U R A B A D L A D**). Unpause the game and the cheat mode is activated. To use it, pause the game again. Press **B** to skip to the next stage, or press **C** for the cheat menu.

LOTUS II

Hidden Pod Game

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press **B**. Now start the game and you'll find a hidden game for one or two players.

LOTUS TURBO CHALLENGE

Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUG-LACE" will give you a super-powered Lotus with a top speed of 176 mph.

MARIO LEMMINGS HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRAZ" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill. Enter on Black Ice. Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

MEGA BOMBERMAN

Stage Passwords

Area 1	Area 4
Stage 2: 8600	Stage 1: 6803
Stage 3: 5190	Stage 2: 6513
Boos: 7420	Stage 3: 9723
Area 2	Stage 4: 3353
Boos: 4501	Boos: 5653
Stage 2: 8111	Area 5
Stage 3: 7421	Stage 1: 6114
Stage 4: 1051	Stage 2: 2814
Boos: 3351	Stage 3: 1314
Area 3	Stage 4: 9654
Stage 1: 4502	Boos: 7954
Stage 2: 8112	Area 6
Stage 3: 7422	Stage 1: 6515
Stage 4: 1052	
Boos: 3352	

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think...". Now highlight the **EXIT** option and hold the **D**-pad to the **Left** for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MICRO MACHINES

Super Cheats!

Press **B**, **Down**, **C**, **Down**, **Up**, **Down**, **Left**, **Down** while the game is paused to earn infinite lives.

Press **Up**, **Down**, **A**, **Left**, **Right**, **C** while paused for a faster vehicle; you'll notice a higher top speed.

Press **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **Start**, **Right** while paused for a higher difficulty level.

Press **Left**, **Down**, **Up**, **Down**, **Right**, **Down**, **A**, **Down** while paused for a much higher difficulty level.

Press **A**, **Up**, **B**, **Down**, **C**, **Left**, **Right** while paused for extra traction/better handling.

Press **C**, **Up**, **Left**, **Right**, **A**, **B**, **A**, **C** while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

MORTAL KOMBAT

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A**, **B**, **A**, **C**, **A**, **B**, **B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu that gives you the power to seriously modify the game.

MORTAL KOMBAT II

Test Modes

At the options menu, put the cursor on "DONE" and press **Left**, **Down**, **Left**, **Right**, **Down**, **Right**, **Left**, **Left**, **Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Dancer" mode (choose any background, set free play, make the computer do fatalities and more). Fatality?

At the Test Modes menu, set the Background to 6 and turn on the "Ooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away**, **Away**, **Away**, **Block**.

That weird character is Fergus McGovern of Prose Software, developer of the Genesis version of MKII.

NBA JAM

Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmel: Enter MJ, highlight T, hold **START** and press **A**.



FINISH HIM!



KINTARO'S REVENGE!



SMOKE AWAITS!



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SEGA SATURN

MIDWAY



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Hold **A** and **C** on Controller 1 and **B** on Controller 2, then turn the Genesis on.

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Start the game, then press **START** to pause. Press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu.

PITFALL: THE MAYAN ADVENTURE

Stage Select
At the title screen press **B**, **Right**, **A**, **Down**, **Right**, **Up**, **B**, **Left**, **A**, **Up**, **Right**, **A**, **Up** (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-pad to switch levels. Start the game.

Nine Lives
At the title screen, press **Right**, **A**, **Down**, **B**, **Right**, **A**, **Up**, **Down**, **99 Weapons Power-Up**.
At the title screen, press **Right**, **A**, **Down**, **B**, **Right**, **A**, **Up**, **Down**.
Go to the ABC Simon Game.

At the title screen, press **B**, **A**, **Down**, **C**, **Right**, **A**, **B** (BAD CRAB).
Direct to 2600 Pitfall!
At the title screen, press **Down**, then press **A** 26 times and press **Down** again.

POWER MONKER
Conquest Password
Select the "Restore Conquest" option and enter the password **2MNOAZWSD**. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RADICAL REX
Stage Select
At the Title Screen, enter **A**, **C**, **Down**, **Right**, **Up**, **B** on Controller 2.

RED ZONE
Mission Skip
Mission 1: **ACCCBCABBAB**
Mission 2: **ABACBCBABA**
Mission 3: **ACCCBCABBCA**
Mission 4: **ABACBCBACC**
Mission 5: **BAABBBBCBB**
Mission 6: **ABBBACBABA**
Mission 7: **BAABBCBAAA**
Mission 8: **ABBBACBACC**
Mission Skip and Invincibility
Mission 1: **BAABAACBBA**
Mission 2: **ABBBACBABC**
Mission 3: **BAABAACBBA**
Mission 4: **ABBBACBABC**
Mission 5: **BAABAACBBA**
Mission 6: **ABBBACBACC**
Mission 7: **BAABAACBBA**
Mission 8: **ABBBACBABC**
Secret Airports Game
Enter **ABACACBACAC**. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

RINGS OF POWER
Mode Code
Hold **A**, **B**, **C**, **START**, and point the D-pad into the **Down/Right** position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

RUSTAR
 Cheat Passwords
Enter the following passwords for ill-

lulent effects:
MUSEUM—Boss Rush Mode
DOFEEL—Practice Bonus Rounds
LOVEU—Stage Select
SUPER—"Super" difficulty level appears at the option screen
MAGURO—Adds a freaky new option to the sound test menu
XXXXXX—Cancel all passwords

ROBOCOP VS. THE TERMINATOR
MA-17 Code
Press **C**, **B**, **A**, **B**, **C**, **A**, **B**, **C**, **B**, **C**, **C**, **B**, **C**, **B**, **C**, **A**, **C**, **A**, **A**, **A**, **B**, **B**, **A**, **C**, **A** while paused. Now the game includes lady killers, skeletons alive and a new "Game Over" message.

54 Lives
Press **C**, **C**, **A**, **A**, **B**, **C**, **C**, **A**, **A**, **B**, **B** while the game is paused. You'll find a secret level and earn 54 lives.
Weapons Select
Press **B**, **A**, **C**, **C**, **A**, **B**, **C**, **A**, **C**, **C**, **A**, **C**, **A**, **C**, **A**, **B**, **C** while paused. Next, start the game again and hold **Down-A-B-C** to choose different weapons.

TURBOCOP Mode
Press **A**, **B**, **C**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **A**, **A**, **C**, **A**, **C**, **A**, **C**, **A**, **B**, **C** while paused. Now you can do mega jumps and rip through the levels as "TurboCOP."

Immortality Level
Once you've entered the **TURBOCOP** Mode, start the "Trainer" level and move Robocop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

Drop Through the Floor
Pause the game and press **A**, **B**, **C**, **C**, **B**, **A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

SHAO FU
Choose Any Character in Story Mode
At the Options screen, choose the fighter you wish to control in Story Mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nazu, 4=Kaori, 5=Beast, 6=Amuro, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotau, 11=Rajah, 12=Shag. Then, while still at the Options screen, quickly press **Up**, **Down**, **B**, **Left**, **Right**, **B**. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Blood Code
At the Options screen, quickly press **A**, **B**, **C**, **C**, **B**, **A**. The screen will flash; now there's blood in the game.

SHINING FORCE II
Configuration Mode
As the Sega logo starts to appear, quickly press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Left**, **Right**, **Up**, **Right**, **Down**, **Left**, **Up**, **B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I know it!" hold the **START** button and press **A**, **B** or **C**. If you'll be using the cheat with a new game, choose

"**START**" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A**, **B** or **C** to get four new configuration options:
* **Special Turbo**: Answer "Yes" to speed up the game's menus and picture windows.

* **Control Opponent**: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
* **Auto Battle**: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.

* **Game Completed**: This option will modify your adventure as if you've already beaten the game once.

SHINOBI III: RETURN OF THE NINJA MASTER

Infinite Shuriken
Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shuriken" [sic]. Next, move up to the "Shuriken" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

Invincibility Code
Choose "Options" from the title screen and highlight the "Music" option. Choose the title called "THE RUNS" and press **B** to listen to it, then play "JAPANESE" and "SHINOBI WALK," "SAKURA" and "GETUP!" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; the invincibility code is in place.

SKITCHIN'

Hidden Warp
To get the "Warp Bonus" on the "Place Stars" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC THE HEDGEHOG

Stage Select
At the title screen, press **Up**, **Down**, **Left**, **Right**. You'll hear a chime. Now hold the **A** button and press **START** to get the stage-select menu.

SONIC THE HEDGEHOG 2

Stage Select
At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, Hold **A** and press **START** at the title screen.
Choose Emeralds Cheat
At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic
To access Sonic's stage select, punch in the code **Up, Up, Down, Down, Up, Up, Up**, then the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super

loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.
To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the **A** button and press **START**. While you're in the game, use the **B** button to access the Debug feature. Hit **A** to scroll through all of the Debug items and **C** to place them.

SONIC & KNUCKLES

Secret Bonus Levels
Plug any Genesis cartridge into the port of Sonic & Knuckles. If the screen says "No Way! No Way?!", press **A+B+C** to access randomly-generated sphere bonus levels.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats
SIX-Button CODE: **Down**, **Z**, **Up**, **X**, **A**, **Y**, **C**
THREE-BUTTON CODE: **Down**, **C**, **Up**, **A**, **A**, **B**, **C**
Use these codes while the "CAPCOM" logo is appearing to enable special move only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen to allow both players to choose the same character in Battle Mode.

STREETS OF RAGE 2

Play Stage Character
At the title screen, press and hold **Right** and **B** on Controller 1, press and hold **Left** and **A** on Controller Two, then continue to hold those buttons while you press **C** on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character!

SUNSET RIDERS

99 Continues
Choose "OPTIONS" from the title screen and set the "SOUND" to "0E", then press **A** to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press **A**; then, when your character looks up, quickly press the **A**, **B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

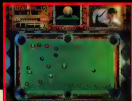
SYLVESTER AND TWETY IN GAGLY CAPERS

Looney Cheats
Each of these commands should be performed at the Stage Prep screen, which appears when you press **START** during the game.
* **Extra Time**—Press **START** to pause, then press **Up**, **A**, **B**, **C**, **C**, **A**, **Up**, **C**, **C**, **Up**. The clock will be reset to

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zero.

• **Extra Energy**—Press **START** to pause, then press **A, A, B, B, A, B, C**. Sylvester's health will be restored.
• **Extra Points**—Press **START** to pause, then press **C, C, C, C, B, C, A, C, B, A** to increase your score by 10,000.

• **Extra Continues**—Press **START** to pause, then press **Right, Left, A, A, B, Up, C, A, B, C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.

• **Invincibility**—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility.

• **Skip Train Level**—In the game's third level, "Mayhem Express," you can pause the game and press **C, C, B, C, A, B, C, A, B, C** and upgrade to skip to the next stage.

• **See End Credits**—To skip to the end of the game and see the credits, press **START** to pause and press **Down, Right, A, B, B, B, C, C, B, A, A**.

TAZ IN ESCAPE FROM MARLS

Cheat Menu

Press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button and the cheat menu will appear.

TAZ-MANIA

Super Cheats

At the title screen, hold **A, B** and **C** on both controllers while pressing **START** on controller one. You should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpause. Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current stage, which can be changed by pressing **Left** or **Right** on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the **START** button.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo: **←→↘↘↘+C**

Michelangelo: **←↘↘↘↘+C**

Donatello: **←↘↘↘↘+C**

Raphael: **←→↘↘↘+C**

Casey Jones: **↘↘↘↘↘+C** (in close)

Ray Fillet: **←↘↘↘↘+C**

April O'Neil: **←↘↘↘↘+C** (in close)

Splinter: **←↘↘↘↘+C**

TOUGHMAN CHALLENGE

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the

game set-up menu.

Director's Cut

Enter the password **RUBE**. Start the game. Fighter 2 is headless and bleeding.

Stealth Mode

Enter the password **FOSTER**. Start the game. Fighter 2 is the Noot Sabot of Toupinian Boring.

To the Death Mode

Enter the password **2LT**. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

Caffeinated Mode

Enter the password **HYPER**. The game is played at double speed.

Iron Man Mode

Enter the password **MAXX**. Fighter 1 takes no damage. Use this to try to finish the game. But remember that the CPU can still beat you on points, so you are not guaranteed victory.

All The Moves

Enter the password **MRBUCKEYE**. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

Little Napoleon

Enter the password **WEASEL**. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

Whoop Ass Mode

Enter the password **SUPERG**. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man

Enter the password **NUCLEAR**. Start the game. Your opponent is glowing with nuclear waste.

TYRANTS

Hidden Sinistar Game!

To play a hidden game that's based on the classic Williams shoot-'em-up, Sinistar, choose **LOAD/SAVE** from the **"OPTIONS"** menu and enter **"JOLLS"** as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

URBAN STRIKE

Passwords

Baja Oil Rig: **CNHLGBR4BNF**

Inside Main Oil Rig: **ZLGBWD3PFZD**

Mexico: **BWDR6MJNM**

San Francisco: **NDR63P7VZLT**

Alcatraz: **H63PMJT45YL**

New York: **LPWJTV5XFZR**

Las Vegas: **GJVT74FKYNN**

Casino: **BV748XVC2L**

Vegas Underground: **WR63PMT45YL**

Special Passwords

To begin the game with 10 lives and no coplots missing, enter the password **YC29HNLGB7T**.

To begin the game in Mexico with 16 lives, enter the password **9G6T9BR653V**.

WARRIOR OF ROME II

Hidden Game

Start a new game and press **START** to get the selection menu. Highlight **Load Data** and move the cursor to the far right. Now hold **START** on Controller 2 and press **A** on Controller 1 to play "Tug of War."

WIZ 'N' LIZ

Cheat Passwords

To fight against any of the screen-filling monster bosses in **Wiz 'n' Liz**, enter the password **TCOT GBBS**.

Other interesting passwords include **BBBB BBBB, TTTT TTTT, CBSK LGQD** and **MOHS PKDN**. The password **MGTP GLLS** will take you to the first round of the final level.

Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word **"BUY"** is highlighted. You'll find that the cost of all items has been cut in half.

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words **"PUSH START BUTTON"** and **"YEAH!"** to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the **"BONUS"** letters will light up, allowing you to enter the bonus round, although the completed that land. (Note: This trick doesn't work on every level.)

Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

New Difficulty Level!

When the Sega logo comes up on the screen, hold the **A, B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

VIRTUA RACING

Backwards Tracks!

Hold **A, B**, and **Up** when the Sega logo comes up on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtual Racing" in reverse.

XBAND GAME MODERN

Hidden Maze Game

Press **Up, Up, Down** when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down, Down, Left, Left, Right, C** at the main XBAND menu (Challenge/Player List/Mainbox etc.).

Change Text

To change the way the text moves on XBAND menus, enter one of the following codes at the player-select screen: Expand and contract—**Up, Down, Up, Up, Down, Left, Up** Earthquake effect—**Right, Left, Right, Right, Up, Right, Left**

Restore default "wave" motion—**Left, Right, Left, Left, Up, Left, Right, Sound Test**
Press **Up, Up, Left, Left, Right, Left, Up** at the main XBAND menu.
Hidden "Fish Pond" Game
Press **Up, Up, Up, Right, B** at the main XBAND menu.

X-MEN

Stage Select and Other Cheats
Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A, C**, and **Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Pogo, Archangel, Iceman or Storm as many times as you want to.

Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

X-MEN 2: CLONE WARS

99 Lives

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

YS III

Power-Up Code

When the Sega logo appears, hold **C** and press **Up** on Controller 2. Press **START** to begin the game. After the intro, open up the status menu. Hold **C** on Controller 2 again and move the D-pad around until your Hit Points reach 255. If the yellow bar doesn't move, turn the Genesis off and try the trick again.

ZOOM!

Cheat Code

At the player select screen, press **Up, Up, Down, Down, Left, Right, Left, Right, A, B**. Now you have several new options including infinite continues and a music test.

SONY



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AERO THE ACRO-BAT

Five Continues

Press **X**, **Y**, **B**, **A**, **X**, **A**, **B**, **Y**, **Up**, **L** at the title screen.

Nine Continues

Press **X**, **Y**, **B**, **A**, **X**, **A**, **B**, **Y**, **Up**, **R** at the title screen.

Level Select/Skip

At the Start/Options screen, press **D**, **A**, **D**, **Y**, **D**, **A**, **D**, **Y** and listen for the machine gun. Then, at any time during the game hit **START** to pause, then press **Up**, **X**, **Down**, **B**, **Left**, **Y**, **Right**, **A**, **L**, **R**. A jingle will sound. Now you can skip any stage by pressing the **SELECT** button while the game is paused. To access the level-select menu, press **SELECT** while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the **R** button and hold it down. The level-select screen will then appear.

Infinite Stars/No Enemy Collisions

To enable extra cheats, enter the code **L**, **R**, **X**, **B**, **Left**, **Up**, **Right**, **Down**, **Y**, **A** at the level-select screen. This gives you a modified level-select menu with added options.

To get infinite stars, press **A**, **Y**, **L**, **Up**, **Down**, **R**, **A**, **Y**, **Right**, **Left** at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press **Down**, **A**, **Y**, **R**, **Y**, **B**, **Up**, **L**, **Y**, **A** at the modified stage-select screen.

ALIEN VS. PREDATOR

Stage Select

At the title screen, press **SELECT** to access the "Config Mode." Then press **START**. Next, at the Option Menu, hold buttons **X**, **A**, **L** and **R** on Controller 2 and press **START** on Controller 1. A hidden Stage Select menu will appear.

BATTELDADS IN BATTLEMANIACS

Extra Lives and Continues

At the title screen, hold **A** and **B** and press **START**. A flash of red will appear on the screen that shows the Battledads flag. You can now start the game with five lives and five continues.

BRUTAL

Boss Code

Press **X**, **A**, **B**, **A**, **Left**, **A** at the title screen. Now you can choose to play as the Devil Ullama.

BUSBY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

All Levels Complete

Up, **A**, **A**, **A**, **Down**

Jump Franny

B, **A**, **B**, **Y**

99 Diving Suits

B, **Left**, **Up**, **B**

99 Portable Holes

Right, **Up**, **SELECT**, **SELECT**

99 Smart Bombs

X, **X**, **Up**, **Down**, **X**

99 Nert Batzooka Shots

B, **A**, **Left**, **Left**

50 Lives

B, **Up**, **B**, **SELECT**, **Y**

Invincibility

X, **A**, **B**, **Y**, **Up**, **Down**

CACOMA KNIGHT IN BIZYLAND

Secret Cheat Menu

At the player select screen—the one that says "1P VS COM." etc.—press **Up**, **Up**, **Down**, **Right**, **Left**, **Right**, **Left**, **B**, **A**. A "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

CLAY FIGHTER TOURNAMENT EDITION

Tiny Characters

Select "Tournament" mode and choose a four-player "Double Elimination" game. Choose the following characters and change their names as shown:

Player 1: Bad Mr. Frosty—change name to **POSE**

Player 2: Bad Mr. Frosty—change name to **JASON A**

Player 3: The Blob—change name to **STEVE C**

Player 4: Taft—change name to **JOHN S**

Start the game and the fighters will be super small.

CLAY FIGHTER 2: JUDGMENT CLAY

Random Select

At the player-select screen, hold the **L** and **R** buttons to make the computer choose your fighter at random.

Turbo Play Mode

At the Game Start screen, hold the **Y** button and press **L**, **L**, **R**, **Down**, **Left**, **R**. Now you can turn the speed up to 10 in the Options menu.

Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

Butch: Hold the **L** button and press **X**, **R**, **A**, **X**, **R**, **R**.

Isac: Hold the **B** button and press **Up**, **L**, **L**, **L**, **Right**.

Styx: Hold the **Y** button and press **L**, **Up**, **L**, **Left**.

R. Spiker: Hold the **R** button and press **X**, **B**, **A**, **Y**.

Left, **A**.

Peelgood: Hold the **D**-pad diagonally in the

Down/Left position and press **B**, **Y**, **Y**, **A**, **Y**.

Sarge: Hold the **X** button and press **L**, **L**, **Up**, **Down**.

Left, **Down**.

Jack: Hold the **D**-pad **Up** and press **X**, **A**, **R**, **Y**, **A**.

Thunder: Hold the **D**-pad diagonally in the **Up/Left**

position and press **B**, **X**, **B**, **X**, **A**.

CYBERNATOR

Extra Continues

At the title screen, highlight the word "Option" and then press and hold **Up**, **L**, **R** and **START** to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

Napalm Gun

When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the **X** button and you'll find that you have acquired a super-powerful "Napalm" gun.

THE DEATH AND RETURN OF SUPERMAN

Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: **DE**, **29**, **2C** and **05**. Exit the Options menu and start the game. When you get into trouble, press **A**+**B**+**X**+**Y** to refill your lives, energy and special attack. To skip to the next level at any time, hold **A**+**B**+**X**+**Y** and press **SELECT**.

DISNEY'S ALADDIN

Stage Select

At the Options Screen quickly enter **L**, **R**, **SELECT**, **X**, **Y**, **A**, and **B** on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press **Left** or **Right** on Controller 1 to select stages.

DONKEY KONG COUNTRY

101% Complete

An exclamation point (!) at the end of each level means you've found all the secret stuff. When every

level has been completed with an exclamation point (!), you'll have finished 101% of the game.

50 Lives

Highlight "Erase Game" and enter the code **B**, **A**, **R**, **R**, **A**, **L** (**BARRAL**). You'll hear a chime.

Music Test

Highlight "Erase Game" and enter the code **Down**, **A**, **R**, **Y**, **Y**, **Down**, **A**, **Y** (**DARBY DAY**). You'll hear a chime. Use the **SELECT** button to cycle through the sounds.

Two Player Competition

Highlight "Erase Game" and enter the code **B**, **A**, **Down**, **B**, **Up**, **Down**, **Y** (**BAD BUDDY**). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

Practice Bonus Rounds

Enter **Down**, **Y**, **Down**, **Y** (**DYDDY**) during the game's intro.

EARTHWORM JIM

Cheat Codes

Start the game, press **START** to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. **A**+**Left**—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: **A**+**Left**, **B**, **X**, **A**, **A**, **B**, **X**, **A**

Nick Jones Code: **Y**, **A**, **B**, **B**, **A**, **Y**, **A**, **B**

Level Skip: **A**, **B**, **X**, **A**, **A**+**X**, **B**+**X**, **B**+**X**, **A**+**X**

Jump to Princess: **A**+**Left**, **X**, **X**+**B**, **X**, **A**, **X**, **A**+**Left**

Extra Life (one time only): **B**, **B**, **A**, **X**+**A**, **A**, **A**, **A**

Extra Life (repeat whenever necessary): **B**+**X**, **B**, **B**, **A**, **X**, **A**, **X**

Energy Refill (once per level): **A**, **B**, **X**, **Y**, **Y**, **X**, **B**, **A**

Energy Refill (repeat whenever necessary): **A**+**X**, **B**, **A**, **B**, **X**+**Y**, **B**, **A**

Ammo Refill: **A**+**X**, **B**, **A**, **B**, **X**, **X**, **X**, **X**

Plasma Power-Up (one time only): **A**, **A**, **B**+**L**, **A**, **A**, **X**+**L**, **X**

Plasma Power-Up (repeat whenever necessary): **A**+**X**, **B**, **B**, **A**, **A**, **X**, **B**, **L**+**R**

Extra Continue (one time only): **A**, **B**, **A**, **B**, **X**, **Y**, **X**, **Y**

Extra Continue (repeat whenever necessary): **Y**+**X**, **B**, **Y**, **B**, **X**, **B**, **X**, **X**

Map View Mode: **A**, **X**, **A**, **X**, **A**, **A**, **A**, **A**

Warp to "What the Heck?": **Y**, **X**, **Y**, **X**, **A**, **B**, **A**, **X**

Warp to "Down the Tubes": **Up**, **Down**, **Left**, **Down**, **Left**, **Down**, **Up**, **Left**, **Down**

Warp to "Shot a Problem": **A**, **B**, **X**, **B**, **A**, **B**, **B**+**L**

Warp to "Level 5": **A**+**B**, **B**+**X**, **X**+**Y**, **Left**, **Left**, **Right**, **Left**, **Right**

Warp to "For Pete's Sake": **A**, **B**, **X**, **A**, **B**, **X**, **A**, **B**+**R**

Warp to "Buttville": **A**, **X**, **Left**, **Left**, **X**+**Y**, **Up**, **Down**, **Left**

Warp to "Andy Astroids": **L**+**A**, **A**+**R**+**A**, **A**, **B**, **B**, **X**, **B**

Warp to "Who Turned Out the Light?": **A**, **B**, **Up**+**Y**, **Up**+**Y**, **Left**, **Left**, **Right**, **Right**

EXTRA INNINGS

Hidden Scenes/Secret Stage

Go to the "Mode Select" screen, hold the **L** and **R** buttons and press **START**, **Y** or **B**. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

F-1 ROC II RACE OF CHAMPIONS

Track Select

Use Controller 2 at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press **A** four times and **B** 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course"

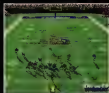
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Option. Press Up or Down to change tracks.

Time Attack Mode

Press Up, X, Right, Y, Down, B, Left, A, A on Controller 2. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to complete, and the time you want to beat.

Sound Test

Press L, R, L, R, L, R, L, R, L, R on Controller 2. The number "100000" will appear in the corner of the screen.

Hidden Game #1

Press X, X, X, X, Y, Y, on Controller 2. The number "100000" will appear in the corner of the screen. It's a Breakout-style game that you can play with up to four players.

Hidden Game #2

Press Y, Y, Y, Y, X, X on Controller 2. The number "10000" will appear. It's a two-player Pong-like fighting game.

FIFA INTERNATIONAL SOCCER

Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen. Super Kick: Press B, A, then B eight times.

Invisible Walls: Hit Y three times, X, A three times, B.

Crazy Ball: Press X, A, B, Y, Y, B, A, X.

Crazy Curve Ball: Press B, A, R, B, Y, L to activate. (A ball kicked into the air can be steered wildly with the L and R buttons.)

Super Goals: Press A five times, then Y five times.

Super Offense: Press R five times, L, R.

Super Defense: Press L five times, R, L.

Dream Team: Press A twice, B twice, Y twice, X twice.

FINAL FIGHT 2

"Same Fight" Code

At the title screen, hit Down, Down, Up, Up, Right, Left, Right, Left, L, R. The screen turns blue; now both players can pick the same fighter.

HAGANE

Infinite Continues

Go to the configuration screen. Highlight the Music option and play 9, 8, 7, and 6 in that order.

THE IGNITION FACTOR

Level Warps

To start at any stage, hold the L or R button on Controller 2 when you start the game with Controller 1. Holding R will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold L to gain access to the Gemini Towers, Skylock Center or Paris Mine stages. Secret Level!

If you hold both the L and R buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from The

Peacekeepers, another Jaleco game for the Super NES. This top-secret stage does not appear when you play through the game normally.

THE JUNGLE BOOK

Level Select/Cheat Mode

At the Virgin logo, quickly press Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y. Now go to the Start/Options screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

JURASSIC PARK II

Infinite Continues

At the Mission Select screen, press L, L, L, R, R, L, L, R, L, L, R, L, R, L, L, R, R. Now you can continue the game indefinitely.

KENDO RAGE

Stage Select

Press START at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press X, Y, A, B, X, Y, A, B, START. The "Special Presets" menu will appear, allowing you to choose your starting stage.

KING OF DRAGONS

Two-Player Same-Character Code

Press Down, R, Up, L, Y, B, X, A at the Capcom logo. Now both players can choose the same warrior at the character-select screen.

99 Continues

Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press START on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press START on Controller 2 to join in, but don't choose a character yet. Quickly press START on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

KRUSTY'S SUPER FUN HOUSE

Cheat Password

Enter the password SMALLIIV to start the game with all of the doors unlocked. You'll also have unlimited lives.

THE LAWMANOW MAN

Super Cheat Mode

Press START to pause during a game, then press B, R, A, SELECT, SELECT, Y, A, B, Y, A, B. Next, press START to unpaue. Tap the L or R button repeatedly to play in slow-motion.

Stage Select

With the cheat code in place as described above, press START during the game and press A, L, L while the game is paused. Next, press START to unpaue, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage. Infinite Lives

While the cheat mode is in effect,

pause the game with the START button, then press R, A, SELECT, Y, and START to continue playing. Notice that when your character is killed, your life counter will not be reduced.

Stage Skip

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the A button while the game is paused.

LEMMINGS 2: THE TRIBES

Sound Test

At the title screen, point to the knot-hole in the tree and press B. Press B repeatedly to hear different tunes.

MEGA MAN VII

Hidden Versus Mode

Choose the password option from the title screen and enter the password "1 5 1 5 8 5 7 8 2 3 1 2 5 1." When all of the numbers/faces are in place, hold the L and R buttons on top of Controller 1 and press START. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a Street Fighter-style arena for two players. Mega Man's Arrow Slasher is $\downarrow \rightarrow \rightarrow Y$ and his Leg Breaker is $\downarrow \rightarrow B$. Bass' Buster Kick is $\rightarrow \rightarrow \rightarrow Y$ and his Sonic Crash (while jumping) is $\rightarrow \rightarrow \rightarrow Y$. Both fighters can block by quickly pressing Up twice.

MEGA MAN X 2

Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Volion and Serge during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stage's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hammer somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch just as it is done in Street Fighter II. That's Forward, Down, Down/Forward and attack.

MICHAEL JORDAN: CHAOS IN

THE WINDY CITY

Completion Passwords

Cells only: 3K5BGX0DR9X.
Cells and Laboratory only: JGL8PKGHWTS.

Cells and Factory only: TJQ33CDQZ-ZD.

Cells, Laboratory, and Factory: 25Q21ZVYRHB.
Cells, Laboratory, and Factory with all captives rescued: TSMHMBGW43D.

MICKY MANIA

Stage Select

At the Sound Test menu, set the Music to "Bearsnik 1" and the SFK to "Extra Try." Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER

RANGERS

Passwords

3847—Level 2
5113—Level 3
3904—Level 4
1970—Level 5
8624—Level 6
2596—Level 7
0411—Two-Player Battle #1
1007—Two-Player Battle #2
1212—Two-Player Battle #3

MIGHTY MORPHIN POWER

RANGERS: THE FIGHTING EDITION

Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

MIGHTY MORPHIN POWER

RANGERS: THE MOVIE

Start Each Stage as a Power Ranger. Enter Up, Down, Left, Right, X, B, Y, A at the title screen. Now you won't have to earn power-ups to morph into a Ranger.

MLBPA BASEBALL

Cheat Passwords

PWRP—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.
PWRHT—activates "Power Hitting." All batters have maximum power on every swing.
ZZNG—activates "Turbo Throwing." This doubles the throwing speed of fielders.
VRRM—activates "Hyper Running." The running speed of all players is doubled.
RBBR—changes to a "Rubber Field." Balls bounce higher; lots of ground-state doubles.
BRRR—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.
XXXX—"Simulation Mode," the computer is tougher to beat.
NNTH—Start in the bottom of the ninth with the home team down 4-0.

MORTAL KOMBAT II

Note: Each of the following special codes must be entered quickly at the character-select screen.
Near Invincibility + 1-Hit Opponent

"Dancer" Mode

Quickly press **Down, Up, Right, Up, Left-SELECT** at the character-select screen.

30 Credits

Quickly press **Left, Up, Right, Down, Left-SELECT** at the character-select screen. Repeat whenever necessary to refill your credits.

Extra Fatality Time

Quickly press **Up, Up, Left, Up, Down-SELECT** at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

Go Directly to Shao Kahn

Quickly press **Right, Up, Up, Right, Left-SELECT** at the character-select screen.

Go Directly to Kintaro

Quickly press **Up, Down, Down, Right, Right-SELECT** at the character-select screen.

Go Directly to Smoke

Quickly press **Up, Left, Up, Up, Right-SELECT** at the character-select screen.

Go Directly to Jax

Quickly press **Up, Down, Down, Left, Right-SELECT** at the character-select screen.

Go Directly to Noob Saibot

Quickly press **Left, Up, Down, Down, Right-SELECT** at the character-select screen.

NBA JAM**Special Guest Players**

To access the game's secret characters, follow the specific instructions for each player listed below.

Mark Turell: Enter MJ, highlight T, hold **START** and R and press A.

Sal Divita: Enter SA, highlight L, hold L and R and press X.

Jamie Rivett: Enter RJ, highlight R, hold **START** and R and press X.

Bill Clinton: Enter AR, highlight K, hold **START** and L and press X.

Al Gore: Enter NE, highlight T, hold L and R and press A.

Dan "Wesley" Feinstein: Enter SA, highlight X, hold L and R and press X.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold L and R and press X.

Tom "Scruff" Rademacher: Enter RO, highlight D, hold **START** and R and press X.

Eric "Kubik" Kuby: Enter QB, highlight " " (the space character), hold **START** and L and press X.

Eric "Air Dog" Samuels: Enter AI, highlight R, hold **START** and L and press X.

Warren Moon: Enter UW, highlight " " (the space character), hold **START** and R and press A.

George "P-Funk" Clinton: Enter DI, highlight S, hold **START** and L and press A.

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator: Press A, then press and hold A, B and Down until the tip-off.

"Juice Mode": Press A, then press

and hold B and X until the tip-off.

Power-Up Interceptor: Rotate the D-pad 360° and press the B button 15 times.

Power-Up Defense: Press A four times, then press S again and hold it down until the tip-off.

Power-Up Turbo: Press A 13 times, then press and hold A, B and Y until the tip-off.

Power-Up Fire: Press B seven times, then press and hold B, Y and Up until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

NBA JAM TOURNAMENT EDITION**Secret Character Initial Codes**

Suns Gorrila (team mascot): Highlight "G", press A; highlight "O", hold **START** and press B; highlight "R", hold **START** and press B.

Benny (team mascot): Highlight "B", hold **START** and press B; highlight "N", press A; highlight "Y", hold **START** and press Y.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold **START** and press Y; highlight "O", hold **START** and press A.

Crunch (team mascot): Highlight "C", hold **START** and press A; highlight "R", hold **START** and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold **START** and press A; highlight "T", press A; highlight "C", hold **START** and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold **START** and press B; highlight " " (the space character), press A.

Prince Charles: Highlight "R", hold **START** and press B; highlight "O", hold **START** and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold **START** and press A; highlight "Y", press A; highlight "Y", hold **START** and press B.

Jazzy Jeff: Highlight "J", hold **START** and press Y; highlight "A", hold **START** and press A; highlight "Z", hold **START** and press A.

Fresh Prince: Highlight "W", hold **START** and press Y; highlight "T", hold **START** and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold **START** and press A; highlight "R", hold **START** and press Y; highlight "D", hold **START** and press A.

Frank Thomas: Highlight "S", hold **START** and press B; highlight "O", press A; highlight "X", hold **START** and press A.

Randall Cunningham: Highlight "P", press A; highlight "H", hold **START** and press A; highlight "F", hold **START** and press Y.

Mike D: Highlight "M", hold **START** and press Y; highlight "K", press A; highlight "O", hold **START** and press Y.

AdRock: Highlight "A", press A; highlight "D", hold **START** and press Y; highlight "R", hold **START** and press B.

MCA: Highlight "M", hold **START** and press B; highlight "C", hold **START** and press B; highlight "A", press A.

Mark Turell: Highlight "M", hold

START and press A; highlight "J", press A; highlight "T", hold **START** and press A.

Jamie Rivett: Highlight "R", press A; highlight "J", hold **START** and press A; highlight "R", hold **START** and press Y.

Sal Divita: Highlight "S", hold **START** and press A; highlight "A", hold **START** and press Y; highlight "L", press A.

Shawn Liptak: Highlight "S", press A; highlight "L", hold **START** and press B; highlight " " (the space character), hold **START** and press B.

Tony Gossie: Highlight "T", hold **START** and press B; highlight "W", press A; highlight "G", hold **START** and press A.

John Carlton: Highlight "J", hold **START** and press Y; highlight "M", hold **START** and press Y; highlight "C", hold **START** and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold **START** and press A; highlight "I", hold **START** and press B.

Kirby: Highlight "C", hold **START** and press B; highlight "K", press A; highlight " " (the space character), hold **START** and press Y.

Snake: Highlight "G", hold **START** and press A; highlight "O", hold **START** and press Y; highlight "F", hold **START** and press B.

Falouts: Highlight "J", hold **START** and press A; highlight "T", hold **START** and press A.

Musket: Highlight "M", hold **START** and press B; highlight "C", hold **START** and press B; highlight "H", hold **START** and press Y.

Hill: Highlight "H", hold **START** and press A; highlight "O", hold **START** and press B; highlight "H", hold **START** and press A.

Chow Chow: Highlight "A", press A; highlight "M", hold **START** and press A; highlight "X", hold **START** and press Y.

Westat: Highlight "N", hold **START** and press B; highlight "R", hold **START** and press A; highlight "Y", hold **START** and press Y.

Brutah: Highlight "L", hold **START** and press A; highlight "G", hold **START** and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold **START** and press B; highlight "N", hold **START** and press A.

Fuscone: Highlight "X", hold **START** and press B; highlight "Y", hold **START** and press B; highlight "Z", hold **START** and press A.

Blaze: Highlight "B", hold **START** and press Y; highlight "L", press A; highlight "Z", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

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Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.

Kid Silic: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "X", hold **START** and press Y.



Scooter Pie: Highlight "H", hold **START** and press A; highlight "T", press A; highlight "P", hold **START** and press Y.

Moosekat: Highlight "M", hold **START** and press B; highlight "F", hold **START** and press Y; highlight "T", press A.

Air Dog: Highlight "A", hold **START** and press Y; highlight "T", press A; highlight "H", hold **START** and press B.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B.

Quick Hands: Left, Left, Left, Left, A, Right.

Max. Power: Right, Right, Left, Left, Right, B, B, Right.

Powerup Goaltending: Right, Up, Down, Right, Down, Up.

Powerup Fire: Down, Right, Right, B, A, Left.

Powerup Turbo: B, B, B, A, Down, down, Up, Left, Up, Up, Up, Up.

Powerup Offense: A, B, Up, A, B, Up, Down.

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up.

Powerup Dunks: Left, Right, A, B, B, A.

Powerup Push: Down, Right, A, B, A, Right, Down.

Push One Opponent and Both Fall: Up, Up, Up, Left, Left, Left, Left, A, A.

Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, Left, Left, Left, A, B.

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B.

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, Down.

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A.

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right.

THE NINJA WARRIORS

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold X and Y and press A, B, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

Music Test

Also at the title screen, wait for the words "PUSH START" to appear, then hold the L and R buttons on top of the controller and press START.

PAC-IN-TIME

Stage Select

Enter the password LVQYK and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold Left on the D-pad and hold the L and R buttons while holding those buttons, press START to get the stage-select menu. Use L, R, X and Y to change the stage number.

PAC-MAN 2: THE NEW ADVENTURES

Play the Original Pac-Man

Enter the password PCMDNPW.

Play Ms. Pac-Man

Enter the password MSPCMND.

Play the Mine Cart Levels

Enter the password FTTDBZW.

Sound Test

Enter BGMROST.

Time Trial

Enter TRLMDPW.

Pattern Test

Enter PCMNPTT.

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press B on Controller 2 while the Pink Panther is standing still on the screen (before the "swinging fat" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the Y button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press B again on Controller 2 to get out of "Exploration Mode."

Invisibility

To make the Pink Panther invincible, hold the L button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

Slow-Motion Mode

To play in slow-motion, hold the R button on Controller 2.

Stage Skip

To access a stage-skip option, simply hold SELECT and press START on Controller 1 during the game. You'll be sent to the beginning of the next level.

PITFALL: THE MAYAN ADVENTURE

Direct to 2600 Pitfall!

At the title screen press SELECT, A, A, A, A, A, SELECT and START.

POCKY & ROCKY

Stage Select

At the "Select Player" screen, hold down the X and Y buttons while pressing A, A, A, A, B, B, B, A, B, A, B, A, B. Next, press START for the stage select menu.

POWER INSTINCT

Play as Super Otane

At the Game Start screen, put the cursor on V.S. Mode. Hold down Y, B, A and press START. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the L and R buttons. While you're holding the L and R buttons, punch in the code X, Y, B, A. Select the second player to go to the Stage Select screen where you should just press START.

RADICAL REX

Stage Select

Go to the Title Screen. On Controller 2 enter the code Right, A, Down, Right, Y, X.

RISE OF THE ROBOTS

Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each:

Disable Special Moves: Down, Down, Down, Down + any button

Reverse Opponent's Controls: Forward, Forward, Forward, Forward + any button

Take No Damage: Back, Back, Back, Back + any button

Invisibility: Up, Up, Up, Up + any button

Boss Code

At the 1 Player/2 Player/Options menu, press Up, Right, Down, Left, B. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:

Regenerate: Down, Back, Up

Mantis Kick: Down, Toward, Up

Invincibility

At the 1 Player/2 Player/Options menu, press Down, B, Up, B, Down, Left, Right, B. You'll be invincible in the one-player Trainer or Mission modes.

Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press Left, B, Right, B, Down, Left, Right, B. You'll see all of the FMV scenes, one after another.

ROAD RUNNER'S DEATH VALLEY RALLY

75 Lives Code

At the title screen, hold Left, SELECT, Y, R and START. Continue to hold these buttons down until the name of the first stage ("Zipity Spia!") appears—when you start the game with 75 lives in reserve.

SAMURAI SHODOWN

Play as Amakusa

At the Takara logo, press A, Y, X, B. Now select the "2 Player" game; at the character select screen, hold L and R and Amakusa will appear.

Press start and keep holding the L and R buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kato, 3=Beast, 4=Self, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press Up, Down, B, Left, Right, B. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Secret Background

At the Options screen, quickly press Up, Right, B, Down, Left, B. The screen will flash yellow. Next, in the Duel mode, press X+B simultaneously

ly at the character-select screen; the background should disappear. Now start the game to see the hidden background.

Black Codes

At the Options screen, quickly press Y, X, B, A, L, R. The screen will flash red; now there's blood in the game.

SPIDER-MAN

Level Select

After Spidey swings in and lands on the building on the title screen, press Y, A, X, B, A, Right, Left.

STAR FOX

Polygon-View Mode

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

CONTROLLER ONE:

Left and Right:—Rotate object horizontally

Up and Down:—Rotate object vertically

L button:—Zoom in

R button:—Zoom out

X button:—Stop rotation

A button:—Hold button down to "draw" with object; release button to clear screen

CONTROLLER TWO:

Up, Down, Left, Right, SELECT, START, Y or B:—Change to a different object

Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid").

When you get past the third celestial creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear; if you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "1s" and the game ends...or does it?

STAR TREK: STARFLEET ACADEMY

Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down L, R, SELECT and enter the code A, Y, B, Y at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two-Player Ship Selection Menu."

Once you've entered the code, it will stay there until the SNES is reset.

Choose Playtester Names

At the "New Cadet Registration" screen, hold down **L, R, SELECT** and enter the code **X, Y, X, Y** to select the name of one of the game's playtesters.

Choose Star Trek Series Names

After you have entered the **X, Y, X, Y** code at the "New Cadet Registration" screen, hold down **L, R, SELECT** again and punch in **A, B, A, B**. Now you can play as James T. Kirk or any of the rest of them.

Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there directly because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes **X, Y, X, Y** and **A, B, A, B** while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing **SELECT**. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hauling the Klingons instead of attacking.

Passcodes

Freshman Year

Mission 101: XXXRXXRYRL
Mission 102: XXXRAXLXRYL
Mission 103: XXXLYYAXRYX
Mission 104: XXXRYYAXRYL
Mission 105: XXXRAXLXRYA

Sophomore Year

Mission 201: XXXRYRXXYYB
Mission 202: XXXLXXBXYBA
Mission 203: XXXLXXBXYBA
Mission 204: XXXLXXBXYBA
Mission 205: XXXLXXBXYBA

Junior Year

Mission 301: XXXLXXBXYBA
Mission 302: XXXLXXBXYBA
Mission 303: XXXLXXBXYBA
Mission 304: XXXLXXBXYBA
Mission 305: XXXLXXBXYBA

Senior Year

Mission 401: XXXBXXBYBYB
Mission 402: XXXBXXBYBYB
Mission 403: XXXBXXBYBYB
Mission 404: XXXBXXBYBYB
Mission 405: XXXBXXBYBYB

Final Exam

Mission 000: XXXLXXRYRYL

STREET FIGHTER II

Remove Energy Bars

Select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

STREET FIGHTER II TURBO

Disable Special Moves—Player One Press **Down, R, Up, L, Y, B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

Extra Turbo Speed

Press **Down, R, Up, L, Y, B** on Controller 2 at the beginning of the

game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyper-speed settings in the game's "Turbo" mode.

Disable Special Moves—Two Players Enter "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press **Down, R, Up, L, Y, B** on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

SUPER BOMBERMAN

Tiny Bomberman Mode

Enter "5656" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bomberman have been reduced to microscopic size.

SUPER BOMBERMAN 2

Full-Power Stage Passwords

Stage 1: 1111

Stage 2: 5462

Stage 3: 6753

Stage 4: 8784

Stage 5: 6925

Change Character Colors

At the player-select screen in a multi-player game, you can press the **SELECT** button to change your character to one of several different colors.

Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game.

SUPER MARIO KART

Character Shrink

To handicap your character in the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink. A "shrunk" character will be flattened if he or she comes into contact with any other driver.

Reply Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Reply" option to watch your performance and you'll find that you can rotate your viewpoint by using the **L** and **R** buttons.

2nd Player 1P Mode

Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the bottom half of the screen.

Ghost Racer Save

When you have a ghost that you'd like to save, hold **L, R** and **Y** at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press **X**. The name of the course on which the ghost has been saved will appear in

yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold **L** or **R** while pressing **B** when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

Hidden Courses for Time Trial/2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press **L, R, L, R, L, R, R**. Then press **A**, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

SUPER NOVA

Boss Mode

When the Tallo logo appears, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

SUPER PUNCH-OUT!!

Sound Test

When the Nintendo logo appears at the start of the game, hold the **L** and **R** buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

SUPER PUTTY

Stage Skip

Press **START** to pause the game, then press **R, A, L, L, Y**. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

SUPER SLAP SHOT

Change Team Skills

Enter the password "BR, CD, BR," and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press **Up** or **Down** to highlight any skill of either team, then press **Left** or **Right** to change that skill rating.

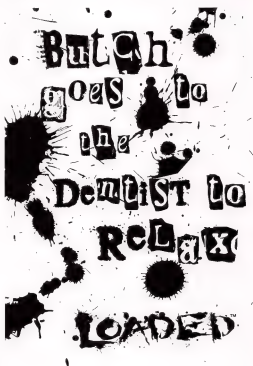
Inverted Players

Enter the password "SCH, R" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Start the game, and the players will be skating upside-down.

SUPER STAR WARS

Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press **A, A, A, X, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B**—listen for the Jawa to confirm the code. Choose your starting character and begin the game; then, during the action, press **L** and **R** on controller two to call up the "Game Debug Menu."



GENESIS 32X

CORPSE KILLER

Armor-Piercing Bullets and Datura Quests

If you call up the Cay Noir map and there aren't any APB or Datura quests, just flip between the "Saturn Map" and "Outpost Info" icons until the "APB Quest" and "Datura Quest" icons appear.

Extra Datura Bullet

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. If you hold the A button and tap B, the game kindly gives you a single Datura bullet with which to kill the bad guy; don't waste it.

COSMIC RANGER

Cyber Brains

Hold down the X, Z and B buttons when you turn the Genesis on. Now you're playing Cyber Brains, a different game with different characters.

DOOM

God Mode

You'll need a six-button controller. Pause the game and press Up, Z, X, and the MODE button all at the same time. When you get back into the game, the marine's eyes will turn yellow and you'll be invincible. All Weapons & Ammo. Pause the game. Press Up, A, C, and MODE.

SLAM CITY WITH SCOTTIE PIPPEN

Super Slam vs. Fingers

Play against Fingers. Before he inbounds the ball to you, enter the code B, A, Left, Left ("BALL"). Now you can super-slam without hitting the "sweet spot."

STAR WARS ARCADE

Suspend Time

Pause the game and press Down, B, B, Up, Right, Left.

Reset Timer

Pause the game and press Left, Down, A, C, Down, Up.

Sound Test

Pause the game and press Up, Right, Left, A, Down, C.

Note: You can't do these cheats without a six-button controller because in three-button mode the game has no pause feature.

SPACE HARRIER

Hidden Arcade Mode

When the Sega logo appears, hold A+C and hit START on Controller 2. If you see "Insert Coins," you're in business. Now you'll have three continues at your disposal.

SEGA SATURN

BUG!

Stage Skip

Press START at the first title screen to bring up the words "Start Game" and "Options." Now press B, A, B, Y, Down, Right, A, L, Down. (The L represents the button on top of the controller, not Left on the D-pad.) You'll hear the Bug yell "Yikes" to indicate that the cheat is in place. Now start the game. When you want to skip to the

next stage, just hold the L button at any time and press Up on the D-pad. To warp to the previous stage, just hold L and press Down.

CLOCKWORK HEART

899 Lives

At the title screen, press Up, then Right nine times. Down six times, Left seven times, Z, X, Y, Y, Z.

Stage Select

Press Left, Up, Right, Down, Down, Right, Right, A while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear; press Up or Down to change your starting stage—or, while the stage name is on the screen, press Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R to add a "Last Boss" option to the list.

DAYTONA USA

Secret Horse Track

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Baby Horse

Choose the Beginner track in Endurance Mode with one of the horses. If you win, you can race with two horses at once: mommy and baby. Note: The car and course level only need to be on Very Easy.

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the X button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the X button repeatedly to make the Jeffrey statue rotate and stand on his head.

Amor Mode

In "Saturn Mode," if you hold START while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold START while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold Up on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press Up to make the words to the Daytona theme song appear at the bottom of the screen.

PANZER DRAGOON

Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the disc.

Infinite Continues

Press START at the first title screen, then press Up, X, Right, Y, Down, Z,

Left, Y, Up, X while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

Invincibility

Press START at the first title screen, then press L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Stage Select

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Suicide Maneuver

Press L, R, A, B, and C all at the same time; your dragon will take a dive right away and the stage will start over.

Level 0

At the difficulty/options title screen, enter Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons

At the difficulty/options title screen, enter the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold A or X for

normal weapon, B for red lasers, C for sidewinders, Y for multi-shot, or Z for wide shot.

VIRTUA FIGHTER

Boss Code

At the character select screen, quickly press Down, Up, Right, then A+Left. You'll hear a "twist" and you'll be playing as Dural.

Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press Up 12 times, then press START and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press START; you'll find a hidden Stage Select/Stage Size menu.

Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the L and R buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press Up 17 times and immediately press START, Dural will be added to the alternate character menu.

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold Down/Right, C, Y, L and R at the title screen and press START.

Watch the Credits

Hold the A button down during the opening demo to see the names of the makers of Virtua Fighter.



BY GAMERS, FOR GAMERS™

PLAYSTATION

BATTLE ARENA TOSHINDEN

Basic Codes

To play as Gai:

Turn the game on and wait for the title screen to appear. While the words "VS GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press **Left** before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight **Eiji**, hold **Up** on the D-pad and press any action button.

To play as Shō:

First enter the Gai code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press **Left** on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight **Kayling**, hold **Down** on the D-pad and press any action button.

Alternate-color version of Gai or Shō:

Press **SELECT** before you hold the appropriate direction on the D-pad as described while choosing each character.

Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the L and R buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons operate as follows:

- L1: Rotate counter-clockwise
- L2: Tilt backward
- R1: Rotate clockwise
- T1: Tilt forward

To access additional camera controls, press the **START** button to pause the game. While the "Pause" menu is on the screen, hold all four action buttons (square, triangle, circle and X) and press the **SELECT** button once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press **SELECT** one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

- L1: Pan left
- R1: Pan right
- D-pad Up: Pan up
- D-pad Down: Pan down
- L2: Zoom in
- R2: Zoom out

Pressing the **SELECT** button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press **SELECT** on Controller 1 to toggle between the rotate/tilt camera controls and the pan/zoom controls.

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture-in-Picture

Here's a weird code that Ubi Soft put into Rayman just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the **R2** button down and press **Left**, **Up**, **Down**, **Left**, **Up**, **Down**, **Left**, **Up**. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

GAME GEAR

AYRTON SENNA'S SUPER MONACO GP II

Ending password

Choose the "World Champion" mode and enter the password "CHAM-PION." You'll skip to the ending sequence with full credits.

BATMAN RETURNS

Sound Test

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and when the logo fades, you'll access a "Sound Test" menu. Press the 2 button to hear each sound.

DEFENDERS OF OASIS

Sound Test

At the title screen, hold the D-pad in the **Up** position and press **START**. Note that there are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.

ECCO: THE TIDES OF TIME

Cheat Menu

Use Ecco's sonar to bring up the map screen, then press **Left**, 1, 2, 1, 2, **Down**, 2, **Up**.

KRUSTY'S FUN HOUSE

Super Passwords

- Level 2: SELMA
- Level 3: SCRATCHY
- Level 4: SKINNER
- Level 5: GROENING

To start the game with every single door unlocked, enter the password **TRACY**. This gives you immediate access to the entire Fun House.

LEMMINGS

Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons 1 and 2 while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

MORTAL KOMBAT

Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press 2, 1, 2, **Down**, **Up**. The screen will say "Now entering *Kombat*!"—prepare yourself for some blood 'n' guts.

NBA JAM

Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below. Mark Turmel: Enter MJ, highlight **TM** (the space character), press and hold **Up** (which will highlight the T), hold **START** and 2 and press 1. Sal Divita: Enter SA, highlight M, press and hold **Left** (which will highlight the L) and press 1. Jamie Rhett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the R) and press 1. Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the K), hold 2 and press 1.

Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the D), hold 2 and press 1. Dan "Wease" Feinstein: Enter SA, highlight Y, press and hold **Left** (which will highlight the X) and press 1. Asil "Chow-Chow" Chashori: Enter CA, highlight S, press and hold **Left** (which will highlight the R), hold 2 and press 1.

Tom "Scarf" Rademacher: Enter RD, highlight K, press and hold **Up** (which will highlight the D) and press 1. Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press 1.

Eric "Air Dog" Samulski: Enter AL, highlight Y, press and hold **Up** (which will highlight the R), hold 2 and press 1.

Warren Moon: Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press 1.

George "P-Funk" Clinton: Enter CL, highlight R, press and hold **Right** (which will highlight the S), hold 2 and press 1.

Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode", Power-Up Defense, Power-Up Fire). These cheats must be performed at the pre-game screen that says "Tonight's Match Up". Shot Percentage Indicator: Press the 2 button, then press and hold 2 and **Down** until the tip-off. "Juice Mode": Press the 1 button 13 times, then press and hold 1 and 2 until the tip-off. Power-Up Intercept: Rotate the D-pad 360° and press the 1 button 15 times. Power-Up Defense: Press the 1 button five times. Power-Up Fire: Press the 2 button seven times, then press and hold 2 and **Up** until the tip-off. Power-Up Dunk: Rotate the directional pad 360° and press the 1 button 13 times.

SAMURAI SHODOWN

Play as Amakusa

Press **X** three times while the Takara Logo is on the screen. Start a one-player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original eleven characters.

SHINING FORCE: THE SWORD OF HAJIYA

Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press 2. Prince Nick will appear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press 2 again to access the character name configuration menus for the rest of your team.

SONIC THE HEDGEHOG 2

Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the **lower left** position and hold it there while you press and hold the 1 and 2 buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chirp and the stage-select menu will appear.

SONIC CHAOS

Sound Test/Fireball

To access a sound test menu in *Sonic Chaos*, press **Down**, **Down**, **Up**, **Left**, **Right**, **Left**, **Right**, **START**. While the words "Press Start Button" are flashing on the title screen. At the sound test menu, press **Up** or **Down** to change the sound numbers and press 2 to hear the sounds. Rotate the D-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press 1 or 2 to make Sonic throw a fireball.

Warp to "Andy Asteroids?" Round 1—A, Left, A, C, C, B, B
 Warp to "Andy Asteroids?" Round 2—C, Down, A, A, Down, B, B, Down
 Warp to "Andy Asteroids?" Round 3—A, A, Down, Left, A, C, C, A, B
 Warp to "Andy Asteroids?" Round 4—A, A, Down, A, C, C, A, B
 Warp to "Andy Asteroids?" Round 5—A, Left, A, C, C, Down, Up, A
 Warp to "Andy Asteroids?" Round 6—A, Right, A, A, Right, B, Up, A
 Warp to "For Pete's Sake"—A, B, C, A, B, A, Down, Right
 Warp to "Timestinal Distress"—C, C, A, Right, Left, Right, B, B
 Warp to "Who Turned Out the Light?" Part 1—A-C, B, Up, Left, Right, Right, Left, Left
 Warp to "Who Turned Out the Light?" Part 2—A, B, Up, B, Left, Right, C, Up
 Warp to "Who Turned Out the Light?" Part 3—A, B, C, Up, Left, A, Right, Right
 Warp to "Who Turned Out the Light?" Part 4—A, C, Up, Left, C, Right, Left, B
 Warp to "Who Turned Out the Light?" Part 5—C, B, Up, Down, Left, Right, Right, Left
 Warp to "Buttville" (Helicopter)—B, B, Down, Down, A, Right, Right, Right
 Warp to "Buttville" (Jesse)—A, C, Left, Right, B, Left, Left, Down
 Warp to "Psycof!"—C, B, Up, Down, Down, Right, Down, Right

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARKSIDE

Power-Combo Requirements

1) Attacker hits the opponent with an unblockable series of hits. 2) Damage must meet or exceed 35%. 3) Final move in the combo must be a Special or Skill move.

Cinikilly

Meet the following circumstances: Final Round; Victim is stunned; Victim has 20% or less health; Power-Combo icon is active for victor. Cinikilly will automatically be pulled off.

Secret Characters

Play Contest Mode and win 100 matches for Crispy and 200 matches for Blast.

FIFA INTERNATIONAL SOCCER

Super Cheats

Each of these codes works at the Game Options menu at the start of the game. The cheats will appear as menu items on the Game Options screen.

• **Invisible Walk:** Press C three times, B, A three times, B. Now the ball bounces back onto the field if kicked over a line.

• **Curve Ball:** Press B, A, C, B, C twice. Any ball you kick into the air can be curved to an insane degree with the control pad.

• **Crazy Ball:** Press C, A, B, C twice, B, A, C. The ball's physics are changed so that it bounces in some extremely bizarre ways.

• **Dream Team:** Press A twice, B twice, C twice, A twice. Your team is transformed into an unbeatable menace by turning up all of the player's attributes.

• **Super Power:** Press B, A, B eight times. Your players gain 25% more kicking power on kicks, passes and shots.

• **Super Goals:** Press A five times, B five times. Your goals now become godlike in speed and ability.

• **Super Offense:** Press A five times, B, C. Your team's offensive skills are improved measurably.

• **Super Defense:** Press B five times, C, B. Your team's defensive skills are magically increased.

FINAL FIGHT CD

Rapid-Fire Mode

Highlight the word "EXIT" at the bottom of the option menu. Next, press and hold A, B and Right, and press START while you're holding those three buttons down. Begin the game, and you'll find that all of your action buttons have been equipped with rapid-fire—even on a standard controller—to attack your enemies with super-fast punches and throws.

JURASSIC PARK

Stage Select/Video Debug

You must have at least one egg placed in the incubator located in Wu's office at the Jurassic Park Visitors' Center. Once the egg is in place, save the game and exit the computer room. Now press the START button on Controller 2 and hold it down until the "Node Jumper" menu appears, allowing you to jump to any part of the game. Use Controller 1 to choose any stage, or press START to access a second menu called "JP-CD Video Sequences." It allows you to view all of Jurassic's video sequences, including the Transition Videos, the Dr. Bakker videos and the Video Mail Messages.

KEIO FLYING SQUADRON

Secret Game

At the "Start Game/Option" screen, press Left, Left, Right, Right, Down, Up, Down, Up. A hidden "Super Catch Game" will appear when you start a game.

Stage Select

Enter the code Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right, Right. A stage select number will appear at the top of the screen if you did the code correctly. Choose from level 1 to 7.

LOADSTAR: THE LEGEND OF TULLY BODINE

Mod-Pong

When Mort appears on screen, pause the game and enter the code C, A, Left, Left, A, C, A, Left, Left, A. Unpause the game and Mort will dance around the screen like a game of Pong. Control your paddle by pressing Up or Down on the D-pad.

MAKE YOUR OWN MUSIC VIDEO: MARKY MARK AND THE FUNKY BUNCH

MAKE YOUR OWN MUSIC VIDEO: C+C MUSIC FACTORY

MAKE YOUR OWN MUSIC VIDEO: KRIS KROSS

Hidden Scenes

At the "U-Direct" menu of each of these discs, press A, B, C, Right to watch brief clips of behind-the-scenes footage in full-motion video; each game has a different outcome. During any of this Easter egg footage, press START to watch another hidden FMV sequence, the "Annals of Digital Pictures."

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Take That." Now highlight the EXIT option and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Stage Skip

At the difficulty/start screen, press B, A, C, C, A, B, A. Start the game; whenever you see a life gauge appear in the corner at the start of a combat sequence, just press the START button to skip to the next area.

MORTAL KOMBAT

DOLLARD Code

At the Start/Options menu, press Down, Up, Left, Left, A, Right, Down. A new menu selection will appear called "Cheal Enabled." Most of the cheats are the same as on the Genesis version, but some of the names have been changed.

• **P1WIN/P2WIN** (a.k.a. FLAG0/FLAG1): Player 1 and/or Player 2 starts each round in "Danger" mode—one hit and you're dead!

• **MOON** (a.k.a. FLAG2): Guarantees a silhouette in front of the moon on the Pit stage.

• **DADS** (formerly FLAG3): Changes the fighters' names to those of a British TV sitcom called *Dad's Army*.

• **GREEN** (a.k.a. FLAG4): Gives you Reptile hints before every battle.

• **LIVES** (a.k.a. FLAG5): Gives you infinite continue credits.

• **FLAG6** (same as Genesis): The computer does fatalities.

• **TURBO** (Formerly FLAG7): Lets you play the game in Turbo mode.

NIGHT TRAP

Hidden Footage

Watch the credits at the end of the game. When the words "In Memory of Stephen D. Hassenteil" appear on the screen, press Up, A, A, A, A. A, A, A will be shown some footage that was shot in Pawlucket in December of 1986 when Tom Zito (currently of Digital Pictures) and company first demonstrated a prototype of the NEMO game system for a group of Hasbro executives.

PANICI

Scene Select

At the title screen, press Right, Right, Down, Up, Left, Right, Up, Up, Left, Down to enter the Scene Select option. Try choosing various numbers to start at different stages or see different scenes.

PITFALL: THE MAYAN ADVENTURE

Stage Select

At the title screen press B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press Up or Down on the D-Pad to switch levels. Start the game.

Nine Lives

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

99 Weapons Power-Up

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

Go to the ABC Simon Game

At the title screen, press B, A, Down, C, Right, A, B (BAD CRAB).

Direct to 2600 Pitfall!

At the title screen, press Down, then press A 26 times and press Down again.

PRIZE FIGHTER

Hidden Video Scenes

For a three-minute hidden scene in color, press and hold A, B, C and Right at the Options menu. You must press the buttons in that order and continue to hold each button down until the hidden sequence begins.

RADICAL REX

Stage Select

At the title screen, press A, C, Down, Right, Up, B on Controller 2. This will bring you to the game's stage-select menu.



ARCADE GRAPHICS AND BIGGER PLAYERS!

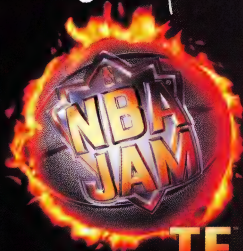


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REBEL ASSAULT

Stage Passwords	Easy	Medium	Hard
BOSSK	BOTHAN	BORDOK	
ENGRET	HERGLIC	SKYNX	
RALFRA	LEENA	DEFEL	
RIJJA	THRAWN	JEDGAR	
LAFRA	LWLYL	MADINE	
DERLIN	MAZZIC	TARKIN	
MOLTOK	JULPA	MOTHMA	
MORAG	MORIT	GLAYDY	
TANTISS	MUFTAK	OTTEGA	
CSWAPL	RASKAR	RIFHII	
KLAARTU	JHOPF	ZRINA	
IREZEE	ITHOIR	KARRIDE	
LIANIVA	UMWAK	VONZEL	
PAKKA	ORLOK	OSSUS	
NORVAL	NKLLOL	MALANI	

Cheat Mode

As the *LucasArts* logo is spinning on to the screen at the beginning of the game, press **Up+A**, **Down+A**, **Up+A**, **Up+A**, **Left+A**, **Right+A**. Repeat the code until you hear a bell ring and a chorus of voices respond. "LucasArts!" With this cheat code in place, you can skip to the next stage at any time during the game by pressing **C**. Also, the option menu that appears when you pause the game will have two new options: "Restore Health" and "Remove Health." Highlight "Restore Health" and press **A** to refill your energy meter at any time.

SILPHEDGE

Stage Select

During the introduction sequence, press **Down**, **Down**, **Up**, **Up**, **Right**, **Left**, **Right**, **Left**, **A**, **START**. (There will be no signal to indicate that this cheat is in place, so enter the code carefully.) Start the game, and you'll find a stage-select option on the title screen. Pick a stage and press **A** to start there; pick a number higher than 12 to see the game's animated intermissions.

Shield Recharge

Also during the introduction sequence, press **Right**, **Left**, **A**, **Right**, **Up**, **C**, **B**, **Down**, **Left**, **B**, **A**, **Up**, **START**. Now you can max out your shields at any time during the game by pressing **A** on Controller 2.

Voice Test

At the title screen, highlight "Option." Press and hold buttons **A**, **B** and **C** on Controller 2 and press **START** on Controller 1. The option menu now includes a "Voice Test" where the "Sound Test" option used to be. Press **Left** or **Right** on Controller 1 to choose a sound, then press **A**, **B** or **C** to play it. You can also change the playback rate of each sample by pressing **Left** or **Right** on Controller 2; this alters the speed and pitch of the sound.

Infinite Continues

When you're down to your last continue, leave the cursor on the words "Continue 01" and wait for the game to go back to the introduction. When the demo sequence begins, press **Right**, **Up**, **A**, **B**, **C**, **Left**, **Left**, **Down**, **C**, **A**, **START**. You'll find that the number of continues shown on the title screen has been boosted to ten. Whenever you get down to your last continue; just perform the trick again for another ten chances.

Mania Mode

During the intro sequence, press **B**, **B**, **A**, **C**, **Up**, **Left**, **Right**, **Down**, **C**, **Up**, **A** on Controller 2, then press **START** on Controller 1. You'll know the cheat is in place if your score reads "00001" when you start the game. You're now in "Mania Mode," a difficulty setting that's even tougher than the "Hard Rank" on the option screen.

SLAM CITY WITH SCOTTIE PIPPEN

Super Slam vs. Fingers

Play against Fingers. Before he inbounds the ball

to you, enter the code **B**, **A**, **Left**, **Left** ("BALL"). Now you can super-slam without hitting the "sweet spot."

SONIC CD

Stage Select

Enter the following code while the words "PRESS START" are flashing on the title screen: **Up**, **Down**, **Down**, **Left**, **Right**, **B**. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage. You can't start a game from any stage with this trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes.

Title-Screen Tricks

While the words "PRESS START" are flashing on the screen, hold the **A** button and press **Up**, **Down**, **Down**, **Down**, **Down**, **Up**. Now grab Controller 2 and start pressing the buttons to see what happens: Hold **Left** to zoom out, **Right** to zoom in, **Up** to tilt the horizon toward you and **Down** to tilt the horizon away from you. You can also press **A** or **C** to rotate the clouds clockwise or counterclockwise, respectively; holding the **B** button speeds up the movement.

Secret Demo Mode

Play the Time Attack mode until your total time is less than 37'27"57. When you achieve this goal, go back to the title screen—you'll find a new selection on the menu called "D.A. GARDEN." It's a visual sound test—you can move the globe around the screen with the joystick as the game's characters fly across the foreground. Press **A** to choose a tune to listen to, press **B** to change the direction of the globe's rotation (hold **B** to make it spin faster), hold **C** to zoom in—release **C** and hold it again to zoom out.

Bonus Round Time Attack

If you can get your total time below 30'21"05 in the Time Attack mode, you'll be able to access a new set of challenges by pressing **Left** on the control pad while the Time Attack menu is on the screen. Now you can race in the "Special Zone" bonus rounds.

Visual Mode

The most difficult Time Attack trick of all requires you to get your total time below 25'46"12. Once you've cut your time down this far, you'll find a "VISUAL MODE" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo.

Sound/Music Test

Press **Down**, **Down**, **Down**, **Left**, **Right**, **A** while the title screen is flashing the words "PRESS START." You'll move to a hidden Sound Test menu, with options for listening to sound effects ("FM"), digitized samples ("PCM") or digital audio tracks straight from the CD ("DA").

Secret Bonus Round

Using the Sound Test as described above, set all three menu items at "07" and press the **START** button. A message will appear that says "WEL-COME TO SECRET SPECIAL STAGE," a special bonus round! Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game.

Strange Message

Set up the numbers in the Sound Test as follows: **FM No. 46**, **PCM No. 12**, **DA No. 25**. Press **START**. This gives you a weird screen with an evildoing Sonic behind a message in Japanese.

Sonic the Hedgehog?

Using the Sound Test, enter the following numbers: **FM No. 42**, **PCM No. 04**, **DA No. 21**. Press **START** and you'll get an eerie graphic of a half-human Sonic.

STELLAR FIRE

Stage Select

At the Start Game/Difficulty menu, highlight the word "Normal." Press **A** to cycle through the difficulty settings and hold **A** when you get back to the Normal setting. While holding **A**, press and hold **C** and **START**; then, while continuing to hold those three buttons—with the word "Normal" still on the screen—press **Up**. You'll hear a chime to indicate that you've skipped a stage; continue to press **Up** to skip as many stages as you wish. (Two chimes will start you at the third stage, three chimes will start you at the fourth stage, and so on.) Next, choose "Start Game" to play the selected stage.

THE TERMINATOR

Extra Weapons, Bombs, Lives

Hold the **D**-pad to the **Right** at the Start Game/Options screen, then press **B**, **C**, **B**, **B**. Release the **D**-pad and the cursor will change from an arrow into a square. Press **START** and you'll find the secret menu that allows you to load up on guns, lives and bombs!

Level Select

First enter the code shown above. Once you're at the secret options menu, hold the **D**-pad **Left** and press **B**, **C**, **B**, **C**. Release the **D**-pad and the cursor will change to a square. Go down to "Run Games" and press **A** to find the Level Select.

Infinite Shields

Go to the level-select screen by entering the codes shown above. Once you're there, hold the **B** button and press **Left**, **Right**, **Right**, **Left** on the **D**-pad. The cursor will change from an arrow to a square. You now have have infinite shields.

Full-Motion Video Scene Select

At the "Options" menu, hold the **C** button, push **Right**, **Left** and release **C**. You'll see the flashing triangle cursor change into a square. Next, choose the "Sound Test" option and you'll find a new menu item called "Cinema Sequences." The menu contains all of the video sequences in the game.

VAY

Save Anywhere

If you're in an area where the "Save" option is not available, call up the menu and highlight the "STATUS" option. Hold **START** and point the **D**-pad to the **Down/Left** position. When the cursor jumps down to the previously-unavailable "SAVE" option, quickly press the **A** button for the save menu.

WILD WOODY

Super Cheat Code

At the title screen, hold **Down**, **A** and **C** on Controller 1 and hold **Left** and **B** on Controller 2; you'll hear a magical sound. Start the game and you'll be able to do all kinds of cool tricks with Controller 2. The **A** button on Controller 2 will refill your energy at any time. Pressing **B** on Controller 2 gives you a Sketch power-up and a Pencil power-up at the same time; press **B** repeatedly to fill your book with lots of sketches. If you hold the **C** button on Controller 2, you can use the **D**-pad to make Woody around the screen, through enemies and obstacles; place him anywhere you like and release **C** to start there. Pressing **START** on Controller 2 brings up a full stage-select menu.

WWF RAGE IN THE CAGE

Player vs. Same Player

In a one player game, select "Player" on the "Opponent Chosen By" screen. When choosing your character, hold **Left** and press **C**. When you hear the signal that the wrestler has been chosen and the gold "Player" medallion appears by his name, press **Down** on the **D**-pad. A duplicate of the first character will appear, allowing you the option of picking the same wrestler to be your opponent.

JAGUAR

ALIEN VS PREDATOR

Code 1
This code only helps players using the Marine. At the main game screen hold **PAUSE** and **OPTION**. Then press the 1, 5, 7 and 9 keys together. You'll hear the Predator laugh. The following function have been enabled:
Security Clearance: Press **OPTION+6** to toggle security level. Press **OPTION+8** to lower security level.
Motion Tracker: Press **OPTION+6** to toggle on and off.
Weapon Access: Press **OPTION+1**, **OPTION+2**, **OPTION+3** or **OPTION+4** to access different Marine weapons.
At Weapon Recharge: Hold **OPTION+1**, 2, 3 and 4 at the same time.
Code 2
This code helps Predator, Alien or Marine players. At the main game screen, press **PAUSE**, **OPTION**, 6, then 1-3 at the same time, then punch in the following code: **A, 9, A, 9, A, 9, 1, 5, 7, 9**. This gives you all the functions listed for Code 1, but the main function of Code 2 is that you will never run out of energy or ammo as the bars will replenish themselves as long as you have something from the start. This means that if you don't have any smart-gun ammo when you activate the cheat you still won't have any once it's turned on, at which point you must use the ammo replenish function as described in Code 1.
Other changes are as follows:
OPTION+A raises your level in the base.
OPTION+B lowers your level in the base.
OPTION+S toggles Chest Mode on and off.

DOOM

"God Mode" (Invincibility)
Start the game, press **PAUSE**, hold the star button (**6**) and press **PAUSE** again. Full Power-Up Charge
Start the game and press the **PAUSE** button. Hold down the power button (**6**) and press **PAUSE** again. You now have full health, armor, keys, weapons and ammo.
Level Warp
Start the game and press, then hold the buttons as shown:
Area 1: Hold **C+1** and unpress
Area 2: Hold **C+2** and unpress
Area 3: Hold **C+3** and unpress
Area 4: Hold **C+4** and unpress
Area 5: Hold **C+5** and unpress
Area 6: Hold **C+6** and unpress
Area 7: Hold **C+7** and unpress
Area 8: Hold **C+8** and unpress
Area 9: Hold **C+9** and unpress
Area 10: Hold **A** and unpress
Area 11: Hold **A+1** and unpress
Area 12: Hold **A+2** and unpress
Area 13: Hold **A+3** and unpress
Area 14: Hold **A+4** and unpress
Area 15: Hold **A+5** and unpress
Area 16: Hold **A+6** and unpress
Area 17: Hold **A+7** and unpress
Area 18: Hold **A+8** and unpress
Area 19: Hold **A+9** and unpress
Area 20: Hold **B** and unpress
Area 21: Hold **B+1** and unpress
Area 22: Hold **B+2** and unpress
Area 23: Hold **B+3** and unpress
Area 24: Hold **B+4** and unpress
HOVER STRIKE
Night Missions
Press **Up, A+B+C+7** simultaneously at any time during gameplay to turn the current stage into a night mission.
Secret Codes
Each of the following codes works at the Mission Select screen:
Rolls the code: Press **A or S**
Jump ahead one level: Press **2+4+6+7+8+9** simultaneously
Extra Lives: Press **3+6+9+8** simultaneously
Debug
Alternate graphics for external monitor view: Press **C+Right+1+4+5**
Invincibility: Press **3+4+6+7+Down**
Secret Bonus Mission Level 1: Press **2+3+6+Up**
Secret Bonus Mission Level 2: Press

2+6+7+Down
Secret Bonus Mission Level 3: Press **3+5+6+Right**
Secret Bonus Mission Level 4: Press **2+5+6+Up**
Secret Bonus Mission Level 5: Press **3+4+6+7+Down**
Note: To access any of the secret bonus missions, enter the code, then cycle through the available missions until you see a photo of the game's development team.

IRON SOLDIER

Ingame Mode
Secret Codes 1, 2, 3, 4 at the Options screen. Now there's a new difficulty setting: "insane."
Unlimited Firepower
Press **2, 7, 2, 8, 3, 7, 8** at the Options screen.
Secret Select/Weapon Select
Press **3, 7, 6, 5, 6, 2, 4, 2** at the Options screen, then the Game. Now you can choose any level and arm yourself with any weapon.

KASUMI NINJA

Dash Move
Note: All moves are performed while close to your opponent except for Darji, who must stand far away.
Alaric: Right, Left, Right, B
Crash: Right, Left, Right, A
Angus MacGregor: Right, Left, Down
Danar: Up, Up, Left
Haruo: Up, Down
Habaki: Left, Up
Pakawa: Right, Down, Right, Left, Up, Down
Thundra: Up, Up, Right

TEMPEST 2000

Level Skip
This trick works in all of the solo Tempest mode: Traditional Tempest, Tempest Plus and Tempest 2000. At the Game Selection menu, choose which version of the game you wish to play by using the cursor next to the correct option. Start the game by holding down 1, 4, 7 and 8 on the numeric keypad and pressing A. If you've done it right, you will hear a slowed down version of the "Eternity" menu prompt. Once the code is in place, you can skip a level at any time during the game simply by pressing **OPTION** button.
Bonus Stage Warp
First choose the Tempest 2000 mode at the Game Selection menu and enable the cheat as described above. Start the game with the cheat in place as before, but before you press **OPTION**, hit the 3 and 6 keys simultaneously on the numeric keypad. If you've done this correctly, the words "Warp Enabled" will appear on the screen. Now press **OPTION** and you will warp to the next between-round bonus level.

WOLFENSTEIN 3-D

Map Text
Press the **4** key on the control pad while the sphere is rotating below the title screen.
Level Select
Put the star next to "New Game" at the main menu screen and hold the 1, 3, 7 and 9 buttons on the control pad. The level menu should appear. Now you can choose any of the game's 30 levels, including the two bonus stages in Missions Three and Six.
Night Missions
Enter **4, 6, 6, 8** to become invincible. You'll see a gold bar appear around B.J.'s on-screen health head. Repeat this code to turn the game into day.
Finish and Restart Level
Type **4, 6, 6, 8** to end the current level and return to the beginning.
Level Skip
Type **4, 7, 8, 6** to finish the level you are on and skip to the next stage.
Debug
Type **4, 6, 8, 7** to see the program's debugging coordinates on the screen. Type the code again to turn them off.
Full Weapons, Ammo and Keys
Type **4, 9, 9, 8** to skip you will get the big guns, ammo, and keys.

3DO

DEMOLITION MAN

Blood Code
At the title screen, hold the **R** button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.
Stage Select
Pause the game on any level, then press **L, A, Up, Down, R, Up**. The piece of blood on the paused screen will change to read "MPW" to indicate that the code is in place. Next, while the game is still paused, press and hold the **B** button to get the level-select to appear in the standard word box. While holding **B**, press **Up** or **Down** to choose a stage, then release **B** to warp there.

GEX

Free Power-Ups
Most of the power-up items in Gex can be activated on demand, whenever you need them. To use these cheats, just press the **P** button to pause the game, then hold the **R** button and enter the code:
• Blue Firefly (ice balls): Pause, hold the **R** button and press **Left, C, Down, B, Left, Up, Right, B**.
• Red Firefly (fire balls): Pause, hold the **R** button and press **Left, C, Down, Right, Down, B, A, Left, Left, Down**.
• Yellow Firefly (electricity): Pause, hold the **R** button and press **Left, C, Down, Right, Right, Left**.
• Grasshopper (jump higher): Pause, hold the **R** button and press **Left, C, Down, Right, Up, B, B, Right, Right**.
• Centipede (run faster): Pause, hold the **R** button and press **Left, C, Down, Right, Up, Up, Right, Right**.
• Caterpillar (invincibility): Pause, hold the **R** button and press **Left, C, Down, Right, Up, C, Left, Right, Right**.
30 Lives
Press **P** to pause the game, then hold the **R** button and press **Left, C, Down, Down, A, A, Right, C, Up, Left, A**.
Stage Select
You must be at a map screen for this trick to work. At any map screen, press **P** to pause, then hold the **R** button and press **Left, C, Down, Left, Right, Right, Up**. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn't make it into the final game.

THE MORDE

Cheat Codes
The cheat mode works by spelling out words with the 3DO controller. There are six letters: **U** (Up on the control pad), **D** (Down), **L** (Left), **R** (Right), **D** (Button A) and **T** (Button B).
To enter the cheat mode, start the game, then hold **Up** on the control pad and hold down the **A** and **B** buttons before pausing the game. Now press, repeat, repeat one of the following words, then pause to activate the cheat.
DOLLDOOR (Down, A, Left, Left, B, A, Right). You immediately finish the current habitat and return to the castle.
LOOTLOOT (Left, A, B, Left, A, B, Right). You immediately receive 30,000 Crowns, the maximum amount of loot you can have in the game.
LOOTDOOT (Left, A, Up, Down, B, A, B). The entire map of the current habitat is revealed.
ODDROD (A, Down, Down, Right, A, Down). This cheat allows you to continue playing as if the entire village is destroyed.
ROLLDOIT (Right, A, Left, Left, A, Up, B). Watch out for all 30 life-motion video sequences in the game.
TROLLDOOR (B, Right, A, Left, Left, Down, Right, A, A, Left). All items and weapons in the game become available for purchase.
TROT (B, Right, A, B): Chauncy runs

around the map twice as fast as normal, as if he's using the floof of floofie. If Chauncy uses the floof in combination with this cheat, he runs around the map FOUR times as fast.
TURDOOR (B, Up, Right, Down, A, Down, A, Right): Chauncy becomes invulnerable to damage.

MAZER

Power-Up Codes
Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn power-ups by pressing certain controller buttons at intervals:
• Press **C, A, B, A, B** to start the stage with one Super Shield.
• Press **A, C, C, B, A** to start the stage with 30 rounds of Triple Attack power.
• Press **B, C, A, C, C** to start the stage with one Super Shield.
• Press **A, C, C, B, A** to start the stage with 30 rounds of Triple Attack power.
• Press **B, C, A, C, C** to start the stage with 30 rounds of Rapid Fire power.
These codes can be entered by both players in a two-player game; you can also enter a different code for each stage, if you like. Note that the codes do not work in the maze bonus rounds.

Just Power-Ups
As above, before the start of each level—when the full-screen photo of the current stage name is on the screen—press **A, C, C, A, B, B**. You'll start the game with a full power-up of all normal abilities except for Turbo, which is doubled. Additionally, whenever your player picks up any power-up, you will regain double Turbo power until the round ends or you are killed.
Blood Flood
Before the start of any level in a two-player game—when the full-screen photo of the current stage name is on the screen—press **A, A, C, A, B**. The words "BLOOD FLOOD" will appear on the screen. In this mode, the object is to complete with the other player; the last player who wins a mission and gets the points for the "Boss Kill" is the winner.

After the initial three drones are destroyed, all additional enemies will appear for the rest of the stage, and the game will be launched. Each round lasts 45 seconds. If time runs out, both players lose a life. A life run ends begins each time a player is killed until the number of the players is left with no lives remaining.
Be the Boss
Start a one-player game with Controller 1; then, before the level starts—while the photo of the current stage name is on the screen—press **C, B, B, A, B, C** on Controller 2. The words "P2 BE THE BOSS" will appear on the screen. In this mode, Player 2 controls one of the drones that are attacking Player 1; you'll see that the controllable drone is a lighter color than the others. Player 2 can also switch to different drones by pressing the **C** button. Best of all, when the boss appears, Player 2 will be controlling it.

Secret Option Menu
During Mazer's full-motion video demonstration mode, press and hold the **L** and **C** buttons on Controller 1. You'll jump to secret options menu that allows you to adjust the difficulty level, remove the blood from the game and even test your controllers.

THE NEED FOR SPEED

Practice Mode
At the Options menu, highlight "Skill Level" and quickly press **X, R, A** in rapid succession, continuing to hold each button so that all four are held down at the end of the sequence. This is tough; it must be done extremely quickly. The "Skill Level" indicator will turn from yellow to pink. Start playing the game and there will be no red or blue cops. (Please note that no records or scores can be saved in this mode.)
Driving Team Picture
Save the game and "What's My Name" and wait until the game credits appear. Press **R** to see a photo of the programmers; press

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